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Unreal® TOURNAMENT 2003

Prima's Official Strategy Guide

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Introduction

Welcome to *Unreal Tournament 2003*

The rush of adrenaline. The roar of the crowd. The hail of bullets. The ultimate team sport has arrived, and its name is *Unreal Tournament 2003*. There are only two types of players: the quick and the dead. Leave your sportsmanship in the locker room, because there's only one rule in *Unreal Tournament 2003*: Survive, any way you can.

This game is not for the faint of heart or the slow of wrist. Expect to suffer a thousand messy deaths before you master the fine art of reducing your opponents to hamburger. Fortunately, you have an edge, even if you're a rank amateur. This guide tells you everything about *Unreal Tournament 2003*, from configuring your keyboard to defying gravity with the Link Gun.

This first section covers the game basics. It explains the controls, gives an overview of the game modes, and shows you how to customize the game for the best performance on your PC. You learn what techniques you must master if you don't want to wind up as manure for the farm team.

Other sections provide detailed coverage on all the weapons as well as the brutal foes you battle. You're able to read about the ultimate playbook strategies for every match type. You also get maps of every level in the game—with all weapons, items, and strategic locations labeled.

But don't get cocky, rookie. You have a long way to becoming the point leader. Strap on that body armor, shine that Assault Rifle, and get into that arena. The crowd goes crazy for new meat...

Game Types

There are five different game types in *UT2003*.

- **Deathmatch**: Multiplayer free-for-all, where the player with the most kills wins.
- **Team Deathmatch**: Identical to Deathmatch, except you're on a team. The first team to rack up the specified number of kills wins.
- **Capture the Flag**: Your team must steal your opponents' flag from their base and bring it back to your own headquarters. The first team to successfully complete a certain number of captures wins.
- **Bombing Run**: Essentially the opposite of Capture the Flag, your goal is to carry a bomb from the middle of the level into your opponents' base. Picture football with no downs and plenty of explosions, and you've got the idea.
- **Double Domination**: Your team must occupy both of the two team bases for 10 consecutive seconds to score a point. Whichever team has racked up more double-occupations by the end of the time limit is the winner.

Deathmatch

Deathmatch games are every-creature-for-themselves free-for-alls in which the goal is to rack up as many kills as possible in the time limit. Each time you manage to kill an opponent, you earn a point. Each time you accidentally kill yourself (by shooting a rocket at the wall directly in front of you, for instance), you lose a point.

There are two ways to win a Deathmatch game: be the first player to earn the number of points specified in the Score Limit on the Round Settings Menu, or be the player with the highest number points when the time limit expires. You need to work quickly to win. Hiding in corners will keep you from getting killed, but it also keeps you from earning points; you may win the battle, but you'll lose the war. The timid don't walk away with any prizes in Deathmatch games.

Team Deathmatch

Team Deathmatch is identical to regular Deathmatch, except for the fact that you play as a member of one of two teams, and the first team to reach the score limit with all members' combined scores is the winner. Unless you have enabled the Friendly Fire option under Game Settings, you cannot injure your teammates.

Traveling in packs is a good strategy to use during Team Deathmatch games, since it's much easier to kill an opponent when you can pin them down with crossfire. However, sticking too close to your teammates leaves you all vulnerable to rocket and other splash damage attacks, making it easier for the opposing team to rack up several kills with very few shots.

Capture the Flag

Capture the Flag is a classic team-versus-team game mode in which each team has a base at one end of the level. In each base is a colored flag that represents the team's color. The goal is to run into the enemy base, pick up their flag by running over it, and bring it back to your own flag in your base. Your team scores one point for each time you successfully capture the opposing team's flag, but you can only score if your own team's flag is in your base when you return the enemy flag.

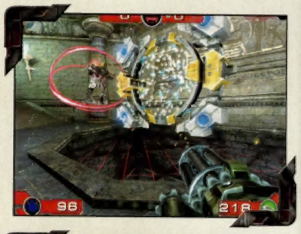
If you are killed while carrying a flag, the flag remains on the level where you were killed. To recover your team's flag, you need to kill the opposing player who is carrying it and then run over the flag to instantly return it to your base.

To win Capture the Flag games, you need to work as a team. Make sure you've always got at least one player guarding your base so that they can kill any opponent who tries to take your flag. When making a run for the opponent's flag, send at least two players in for it. That way, they can cover each other, and when one grabs the flag, the other can hold off opposing players. If you are playing on a level that has some high ground, send a player up there with a Lightning Gun to snipe at any opponent who is stupid enough to run across open ground in their quest to grab your flag.

If the opposing team grabs your flag, you should immediately hunt down the flag carrier to retrieve it. You should also send a player or two directly over to the enemy base to grab their flag, since your opponents can't score if they're not in possession of their own flag.

The team that reaches the score limit first is the winner. If the time limit expires before the score limit is reached, the team with the higher score wins. If both teams are tied, you go into sudden death overtime, in which the first team to score wins.

Bombing Run



Bombing Run is like professional football with heavy artillery. The goal is to pick up the yellow Ball located somewhere in the level, carry it into the enemy's base, and either run or fire the Ball through their goal. You score three points for firing the Ball through the enemy goal and seven points for running it in.

When you pick up the Ball, you automatically equip the Ball Launcher (which appears only during Bombing Run games), and you cannot switch to any other weapon while carrying the Ball. While carrying the Ball, your Health regenerates at a rate of approximately 3 points per second, enough to allow you to withstand moderate fire, but not enough to save you from a rocket or a blast from the Lightning Gun.

When facing heavy opposition, you can pass the Ball to a teammate by firing it in their direction. It doesn't hurt to have a teammate lurking around the enemy goal and ready to receive passes, but you also need to protect your own goal, as well as maintain a good mid-field presence so you can get the Ball in the first place.

If a player is killed while carrying the Ball, the Ball remains in the spot in which the player was killed. It can then be picked up by any other player. If the Ball is dropped or fired off of the level (down a pit, for instance), the Ball reappears in its original location, which is generally around the middle of the level.

When your team has the Ball, move all of your players down the field so they can pick off enemy players and clear a path for the Ball carrier (or receive a pass from the carrier). When the opposing team has the Ball, fall back to your own goal, since you know that's where the Ball carrier needs to head next.

As with Capture the Flag games, the first team to reach the score limit wins. If the time limit expires before the score limit is reached, the team with more points wins. If both teams are tied at the end of the time limit, the first team to score in sudden death overtime wins.

Double Domination

Like Capture the Flag and Bombing Run matches, Double Domination matches place two teams of Tournament players on a level with two bases. At the center of each base is a trigger that is colored either red or blue depending upon which team has possession of the base. To change the base to your team's possession, simply run over this trigger. The goal is to hold both bases for ten consecutive seconds, which scores a point for your team.

In Double Domination games, your team needs to play offense and defense simultaneously at all times. It helps if you split your team into two halves, with each one taking responsibility for one base. Don't waste time running back and forth across the level—the bases are the only areas that matter. Dig your heels into the area around a base and destroy any enemy who tries to take it from you.

As in any other team-based game mode, the first team to reach the score limit wins. If the time limit expires, the team with the most points wins. If both teams are tied at the end of the time limit, the next team to score is the winner.

Basic Controls

The first rule of *Unreal Tournament 2003* is know your controls. You can't win in the arena if you can't tell your Fire button from your Jump button. The game has a default control scheme, but you should customize your control setup to your style of play. The game has over three dozen control commands, so coming up with a setup that works for you is essential.

There's no right or wrong way to set up your controls. Try a few layouts to see what works best. To customize your control scheme or view the default commands, see the "Controls" section under "Settings."

NOTE

This guide uses generic terms for actions—such as fire, alt-fire, and jump—instead of giving you the default button for the action and expecting you to translate that into your own control setup.

Movement

A wise man once said, "If a man can't move, he can't fight." It's a good adage for *Unreal Tournament 2003*. A Tournament competitor must keep moving to survive. Master the art of moving quickly and efficiently, and you're on your way to stardom.

Running

By default, your character always runs when moving. This is not the sort of game that rewards sauntering. Run forward or backward with the Move Forward/Move Backward buttons. You run in the direction you're facing. The up and down arrow keys are good choices for the Running buttons.

Walking

Running is the best way to stay one step ahead of your opponents, but there are times when a little precision is called for. Use the Walk button in conjunction with the Move Forward and Move Backward buttons to move carefully around narrow ledges and similar areas, where it's better to be safe than speedy. You cannot fall off ledges while walking unless you release the Walk button and start to run.

Strafing

Strafing—moving to the right or left while facing forward—is what separates pros from rookies. Use the Strafe Right/Strafe Left buttons to move from side to side while battling opponents or when rounding corners. This keeps you targeted on your foes and allows you to dodge your enemies' attacks. Remember, a moving target is harder to hit. Many players map the Strafe Right/Strafe Left commands to the right and left arrow keys.

Jumping

The Jump button causes your character to hop into the air. If you're moving, you jump horizontally as well as vertically. Use the Jump button to leap over small obstacles; time your jump so you don't run into the obstacle and lose your forward momentum. Jumping repeatedly also propels you up slopes, and jumping while running from enemies makes it harder for them to hit you. To double jump, hit the jump button at the apex of your jump.

Dodging

Press the strafe right/left keys twice to cause your character to jump to the side and dodge incoming fire. Dodging enemy fire is even better than trying to strafe around it, because you move much more quickly when you dodge. To wall dodge, jump against a wall and double-tap the Strafe button that propels you away from the wall.

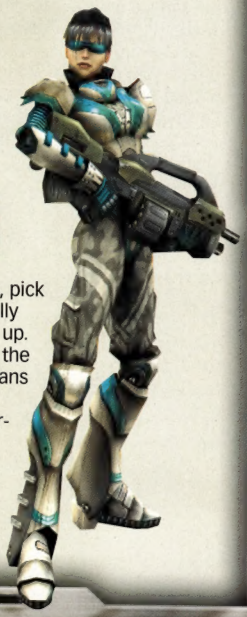
Crouching

One of the most underused actions in *Unreal Tournament 2003* is the crouch—invaluable when you are camped out with a Lightning Gun and looking to snipe a few careless enemies. Stand behind a short obstacle, then press and hold the crouch button to duck behind it for cover. Release the button to pop back up and pop someone in the head. You can move forward and backward—slowly—while holding the crouch button.

Respawning

When an opponent pummels the health out of you, you die. Fortunately, death is temporary in this game. Hit the Fire button to reappear immediately (respawn) elsewhere in the level with full health. Unfortunately, you do lose all the weapons and ammunition you acquired in your previous life.

Adrenaline Combos



As you kill opponents, capture flags, pick up Adrenaline capsules, and generally play well, the Adrenaline Meter fills up. When it is full, the adrenaline pill in the top right of the HUD blinks. This means you can perform an Adrenaline Combo. See the table for more information on how to perform Adrenaline Combos.

Adrenaline Combos

Button(s)	Combo Name	Effect
Move forward (x4)	Speed	A short burst of speed that helps you catch up to or run away from enemies
Right, right, left, left (quickly dodge right then left)	Invisibility	Makes your character temporarily invisible, though not invulnerable
Move back (x4)	Booster (Defense)	Your character regenerates Health for a short period of time
Move forward (x2), move back (x2)	Berserk	Allows your character to shoot more quickly

Once you activate an Adrenaline Combo, your Adrenaline starts counting down from 100. At zero, the Adrenaline Combo wears off. Picking up Adrenaline capsules and killing opponents increases your Adrenaline and extends the duration of the combo.

Looking

Getting a good view of the arena is highly important. Use the mouse (recommended) or the keyboard to control your view. Get used to looking around you as you move. If you only look straight ahead, expect constant ambushes from behind and from either side.

With Mouse

Using the mouse is the quickest, easiest, and most intuitive way to get a good view of the area. Adjust the sensitivity of the mouse so that a slight nudge rotates your view 90 degrees, or tone it down so that you have to move the mouse a foot to achieve the same result. Unless you have enabled the Invert Mouse Y setting (see "Input Settings"), you look in the direction you move the mouse.

With Keyboard

You have the option of controlling your view with the keyboard as well—configure the look up, down, right, and left keys in the Looking submenu of the Control Settings menu.

Warning: the four directions allowed by the keyboard can't match the 360 degrees offered by the mouse.

Weapons

Having the right weapon is important in *Unreal Tournament 2003*; being able to equip it instantly for any situation is equally so. See "Items and Weapons" for information on each weapon in the game.

Fire

Most players assign the left mouse button as the Fire button, with good reason: This is one of the most-used buttons in *Unreal Tournament 2003*. Clicking it fires your equipped weapon's primary attack. Many weapons fire continuously if you hold the button down. See the individual weapon descriptions for details on each weapon's primary Fire mode.

Alt-Fire

Many weapons have a secondary (or alternate) Fire mode. See each weapon's description in the next chapter to learn their alt-fire commands. The right mouse button is a natural choice for the alt-fire function.

Equipping Weapons

Every weapon you pick up is available in your weapon inventory as long as you have ammunition for it. You can equip only one weapon at a time. Use the Next Weapon/Previous Weapon buttons to cycle through them in the order of preference you determined in the Weapons—Priorities submenu of the Control Settings menu. If you have a mouse with a wheel between the right and left buttons,

consider switching between weapons by using the wheel up and wheel down commands.

You can also hit the Best Weapon button to bring up your favorite tool of destruction, as determined in the Priorities submenu. Finally, you can assign each weapon a number key in the Weapons—Bindings submenu of the Control Settings menu. Pressing that number key during the game instantly equips your character with that weapon.

Throw Weapon

Throwing your weapon at an enemy is a desperate strategy, but that's what the Throw Weapon button is for. When you run out of ammo for a weapon, throw the weapon in the enemies' path, using it as bait to pick them off. In cooperative multi-player games, you can toss a weapon on the ground so that a buddy can pick it up and wreak havoc.

Communication

In a team-based game such as *Unreal Tournament 2003*, communication with your teammates is essential. If you're playing a LAN game, your teammates might be in the same room. In Internet games, you must use the game's built-in communication features.

Say

The Say button brings up a prompt at the bottom of the screen. Type in a message and press Enter to send that message to every player in the game.

Team-Say

The team-say feature works the same way as the say feature, but the message goes only to your teammates. This is the best way to send out quick strategy notes to your teammates without having to worry about your opponents intercepting them.

Speech Menu

The Speech menu key brings up a list of phrases your character can say to your teammates anywhere. You can warn off a teammate who's mistaken you for a member of the opposing team, taunt a fallen adversary, and much more.

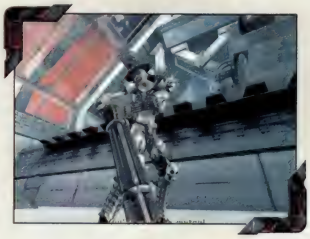
Gestures

Want to silently send a message to nearby teammates? Use a gesture rather than talking. It only requires one keystroke, and it doesn't require your teammates to read a line of text and take their eyes off the action. The gestures you have available are Throat Cut, Ass Smack, Halt, and Cheer.

Spectator

Playing *Unreal Tournament 2003* in Spectator mode allows you to watch the action without taking part in it. It's a good way for new players to watch the pros at work and pick up some new and nasty ideas.

Toggle Follow-View



The Toggle Camera button switches your camera view from first person to third person.

Switching Characters

You can switch between different characters' perspectives with the follow next and previous perspective buttons. This jumps you from one character's viewpoint to the next character's viewpoint, letting you see the game through the eyes of all your competitors so you can analyze their play styles. Newbies might want to find a character who is pulling off impressive moves, jump into that character's perspective, and watch the action through that character's eyes.

HUD

The heads-up display (HUD) is a screen overlay with relevant information about your character (health, ammo levels, and Adrenaline) and your performance in the game.

Toggle HUD

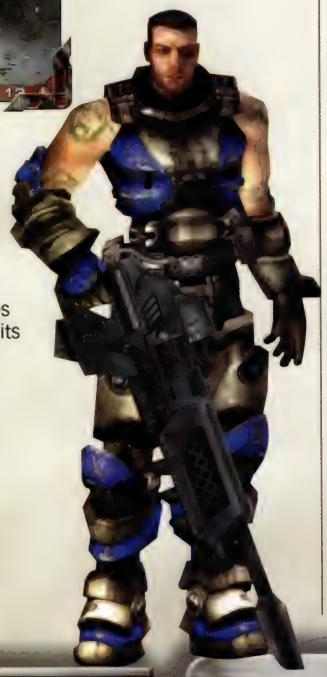
By default, HUD is visible. To turn it off, press the Toggle HUD button. Press the button again to make the HUD visible.

Grow/Shrink HUD

If you have a lot of information on your HUD, use the Shrink HUD button to keep it from taking up too much screen space. Press the Grow HUD button to return it to its original size.

Toggle Weapon

By default, your weapon appears onscreen from a first-person perspective. To hide the weapon and clear more screen space, press the Toggle Weapon button. Press it again to make the weapon reappear. This does not affect your weapon or its accuracy, because the crosshairs still appear in the center of the screen.



Miscellaneous

These commands can't be neatly categorized, but they're important to know.

Pause

The Pause button freezes the action. It's handy when nature calls or your wrist has cramped after 12 hours of play. Press it again to resume play. This only works in single player..

Screenshot

The Screenshot button takes a snapshot of the screen and saves it in the *Unreal Tournament 2003* system/ folder on your computer. You can capture images of frantic battles and mess around with them. Set up a shot of you zapping your buddy with a Lightning Gun and send it to Mom. She'll be so proud.

Console

You can set the Console button to another "Button" via INI editing.

Show Menu

The Show menu button brings up an in-game menu that allows you to continue or forfeit the game, switch teams in mid-game, or bring up the Settings menu.

Scores

The scoreboard button brings up the scores list that appears automatically after you get killed. It lets you check your progress without having to eat a rocket.

Main Menu

When you first start *Unreal Tournament 2003*, you are taken to the main menu, from which you can choose your game mode, adjust game settings, or exit the game. The Main menu has six options:

- **Single Player:** Begin a single-player game with Bots as allies against computer-controlled opponents.
- **Play On-Line/LAN**: Join an existing Deathmatch, CTF, Bombing Run, or Double Domination game. See "Online Play," below.
- **Host Multiplayer Game:** Start a multiplayer *UT2003* game and invite other online gamers to join in. See "Online Play".
- **Instant Action:** Jump right into a Deathmatch, play a quick round of Capture the Flag, or fire up one of several other quick games.
- **Settings:** Configure controls, audio and video settings, and network options.

Single-Player

Single-Player mode in *Unreal Tournament 2003* puts you in charge of a team of Bots with one mission: to utterly defeat and humiliate every other team in Capture the Flag, Double Domination, Team Deathmatch, and Bombing Run matches. As you complete matches, your team rises or falls in the Tournament rankings depending on your performance.

Success in these game modes depends not only on your own running and gunning skills, but also on your ability to put together a solid team. Between matches, you have the option of hiring and firing team members or reassigning them to different positions. For more information on single-player mode, refer to "Single-Player Mode."

Online Play

Choosing Play On-Line/LAN from the Main Menu takes you to the Server Browser Menu, where you can look for online *UT2003* games in progress and join any one that has room for an additional player. You can play a quick round of Deathmatch/Team Deathmatch, Capture the Flag, Bombing Run, or Double Domination with up to 32 human players. The Server Browser Menu gives you all sorts of important info on the game you'll be joining, so be sure to read it carefully.

If you want total control over your online play experience, choose Host Multiplayer Game from the Main Menu. The Multiplayer Host Menu allows you to determine which type of game you want to host, which maps you want to play on, various unique rules and mutators for the game, and many more options.

For more information on the Play On-Line/LAN and Host Multiplayer Game options, see "Multiplayer and Instant Action Games."

Instant Action

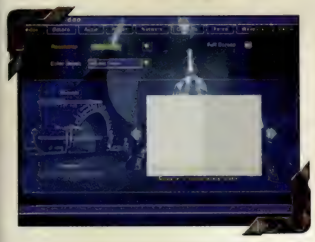
The Instant Action game mode allows you to jump straight into a single-player *UT2003* game, without all the mess and fuss of setting up a team. It is essentially the single-player version of Play On-Line/LAN. Multiplayer games require a LAN or Internet connection. Instant Action mode offers five games: Deathmatch, Team Deathmatch, Capture the Flag, Bombing Run, and Double Domination.

There are no rankings in Instant Action mode—it's all about quick matches, furious action, and reducing Bots to bite-sized chunks. For more information on Instant Action modes, refer to "Multiplayer and Instant Action Games."

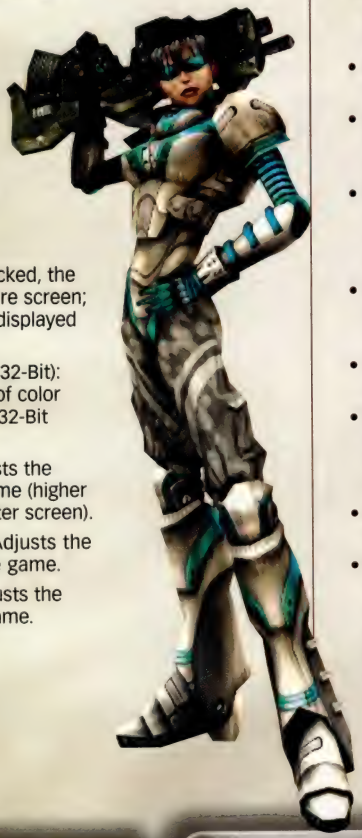
Settings

Clicking on Settings in the Main menu takes you to the Settings menu, which allows you to configure game controls, video and audio settings, and network options. Click the tabs at the top of the screen to access different sets of options.

Video Settings



The Video Settings Menu allows you to customize the following video options:



- **Resolution** (320x240-1600x1200): Sets the screen resolution. Higher values display more of the game on-screen by zooming the camera out, but these resolutions require more powerful graphics cards and processors.
- **Full Screen**: When checked, the game takes up the entire screen; when unchecked, it is displayed inside of a window.
- **Color Depth** (16-Bit or 32-Bit): Determines the range of color available to the game; 32-Bit color is more vivid.
- **Gamma** (0.5-2.5): Adjusts the gamma level of the game (higher gamma means a brighter screen).
- **Brightness** (0.0-1.0): Adjusts the brightness level of the game.
- **Contrast** (0.0-1.0): Adjusts the contrast level of the game.

Detail Settings

The Detail Settings Menu allows you to customize details of the way the game is rendered as you play. Note that the more detail you ask the computer to render, the more processing power you will require. If you have an older PC or graphics card, you should keep the detail levels lower to prevent choppiness. The different detail settings you can customize are:

- **World Detail** (Low-Ultra High): Sets the level of detail in the game environments; higher settings make for better looking levels but eat up more system resources.
- **Character Detail** (Low-Ultra High): Sets the level of detail for characters; higher settings make for better looking characters but eat up more system resources.
- **High Detail Actors**: If checked, the game renders more realistic character models but requires more processing power.
- **Character Shadows**: Toggles characters' shadows on or off; turning this on requires more processing power.
- **Dynamic Lighting**: Toggles lighting effects on or off, such as reflected light from explosions; turning this on requires more processing power.
- **Decals**: A "decal" is any change in the environment caused by a weapon (for instance, scorch marks on a wall hit by a rocket). Turning this off eliminates these decals, but it also improves the speed of the game.
- **Cubemaps**: This feature toggles dynamic reflections from water or polished metal surfaces on or off. Turning it off improves the speed of the game.
- **Coronas**: Turns coronas (lens flares) on or off. Enabling coronas requires slightly more system resources.
- **Detail Textures**: If enabled, a new high-detail texture appears on a surface when you stand very close to it; the detail textures option increases the level of detail in the level, but it is also a drain on processing power.
- **Decal Stay** (Never-Extended): Determines how long details remain in the level.
- **Physics Detail** (Low-High): Higher physics details make for more realistic character responses; for instance, setting this to High means that a character's death animation will change depending upon where they were killed, how they were killed, etc. It has no real effect on gameplay, but it does require additional system resources.

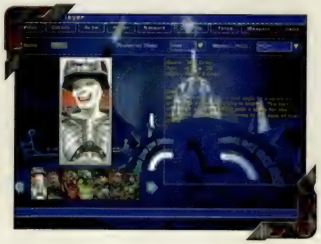
Audio Settings

The Audio Settings Menu allows you to customize the following audio options:

- **Music Volume** (0-10): The higher the value, the louder the background music; a value of 0 mutes the background music.
- **Effects Volume** (0-10): The higher the value, the louder the sound effects; a value of 0 mutes the sound effects.
- **Voice Volume** (0-10): The higher the value, the louder the in-game voices; a value of 0 mutes the voices.
- **Audio Mode** (Normal, 5.1 + EAX, Safe): Switches the audio settings between normal stereo speakers, 5.1 + EAX sound, or a safe mode (if the other settings cause system conflicts in the game).
- **Reverse Stereo**: Reverses the left and right stereo speakers; very handy if you set up your speakers backwards!
- **Message Beep**: When checked, you will hear a beep when a new message appears.
- **Auto-Taunt**: Automatically handles your taunting for you when you kill or are killed.
- **Mature Taunts**: Enables or disables potty-mouth trash talking.
- **Play Voices** (None-All): Determines how many in-game voices are played through the speakers; your options are None, Some, Most, and All.

Player Settings

This submenu is where you pick your preferred character. Cycle through the portraits by clicking on the arrows to the right and left of the thumbnails below the large character portrait on the left side of the screen. After that, you can modify the following options:



- **Name**: Enter a name for your character, or use the default name.
- **Preferred Team**: Choose which team your character plays on by default (red or blue).
- **Weapon Hand**: Turn the weapon model on or off.

Network Settings

Use the Network Settings Menu to determine the type of internet or network connection you plan to use for multi-player games. Your options for Connection Type are: Modem, ISDN, Cable/ADSL, or LAN/T1. Choose the one that most closely represents your network connection.

This is also where you can choose the Track Stats option to record your progress in online *UT2003*. Enter a unique username and your personal worldwide *UT2003* stats tracking. Look up your current stats and ranking at http://ut2003stats.epicgames.com.

Control Settings

The Control Settings submenu allows you to customize your controls. Two key bindings are shown in the menu. Don't use the same key or button for two different controls. The Backspace button clears a key-binding field.

To assign a control to a key or button, click the Key 1 (primary) or Key 2 (secondary) field to the right of the name of the control. Press the key or button you wish to map the control to, and that key or button will be assigned to that control. The different categories of game controls are:

- **Movement:** Move forward and backward, strafe left and right, jump, walk, crouch, and strafe toggle (face forward while moving without using a strafe key).
- **Looking:** Turn left and right, look up and down, and center your view.
- **Weapons:** Fire, alt-fire, throw weapon, best weapon, and next and previous weapons commands
- **Weapons Selection:** Assigning a number key or other key to a weapon in this menu lets you instantly equip that weapon by pressing the corresponding number key on your keyboard, avoiding the need to cycle through your weapon inventory.
- **Communication:** Say, team-say, speech menu, and gestures.

- **Spectator**: Toggle follow view, next and previous characters to follow.
- **HUD**: Toggle HUD on or off, grow or shrink HUD, toggle weapon visibility on or off.
- **Miscellaneous:** Pause, screenshot, show menu, show scoreboard.

IForce Settings

Configure your IForce mouse to provide force feedback under the following situations with this submenu:

- **Weapon Effects**: When you fire your weapon.
- **Pickup Effects**: When you pick up an item.
- **Damage Effects**: When you suffer damage.
- **GUI Effects**: When you make a menu selection.

Weapons

This submenu has all of the *UT2003* weapons arranged in a list, with the top of the list being the most preferred weapons and the bottom the least preferred. Highlight a weapon by clicking on it, and click the Up or Down buttons to change its position on the list.

A weapon's rank determines if you will automatically switch to it if you pick it up. For instance, if you have the Flak Cannon listed higher than the Shock Rifle, you will automatically switch to the Flak Cannon if you pick it up while holding the Shock Rife (or any other weapon listed below the Flak Cannon). This also determines which weapon you will equip if you hit the best weapon key.

Game Settings

This submenu is a catch-all for game options that don't fit neatly into any other category:

- **Screen Flashes**: When your character is hit or fires a weapon, the screen flashes briefly; turn this off if you are sensitive to this effect.
- **Weapon Bob**: When turned on, your character's weapon bobs slightly when they run; it does not affect your accuracy or the speed of the game.
- **Reduce Gore**: When turned on, this reduces the level of gore in the game; recommended for the young and squeamish.
- **Dodging**: Turns dodging (double-tap of a strafe button) on or off. Turn this off if you wind up dodging when you're trying to strafe, for instance.
- **Auto Aim**: Toggles assisted targeting on or off. Novices should keep this on until they get the hang of the game. This only functions in Single Player and Instant Action.
- **Hide HUD**: Hides HUD, if checked.
- **Crosshair**: Choose the style crosshair you want to use, or choose to have none at all.

Configuring for Optimal Performance

Every PC has different hardware, which means that *Unreal Tournament 2003* runs differently on different computers. The three main factors that determine how quickly a computer can process game information are the speed of the computer's processor, the computer's RAM, and the power of the graphics card.

If you have an older or less powerful computer, and you turn on all of the high-quality graphics options, the game's frame rate drops. The image is choppy and controls are less responsive. To get the best performance from the game, set the following settings to their maximum setting and test the game. If it's too choppy, go back to your Settings menu and turn them down (or off) one at a time, testing again after each modification. Keep fine-tuning until you find a balance between level of detail and smoothness of play. If you have an especially low-end system, try turning the settings to their lowest levels (or off altogether) and turning them up (or on) one at a time.

Video Settings

- Resolution
- Color Depth

Detail Settings

- World Detail
- Character Detail
- High Detail Actors
- Character Shadows
- Dynamic Lighting
- Decals (and Decal Stay)
- Cubemaps
- Coronas
- Detail Textures
- Physics Detail

Audio Settings

- Play Voices

Basic Training: Game Strategies

The basic premise of *Unreal Tournament 2003* is simple: Run around and shoot everyone who isn't on your side while trying to keep from getting killed yourself. That's easier said than done. Learn the basic game strategies and practice, practice, practice. Knowing how to perform these maneuvers is one thing; actually pulling them off is another.

Keep Moving

When you first start playing *Unreal Tournament 2003*, the game seems very fast and overwhelming. Don't be tempted to stand still and try to carefully set up shots. Whenever possible, remain in motion. This is the best way to pick up as many weapons and as much ammunition as you can. It's also the only way to avoid enemy fire.

Strafe

It can't be stressed enough: Strafing is the key to victory. Avoid simply running forward and backward—strafe to the sides so you can keep your crosshairs pointed on an enemy and blow them away as you dodge their fire. Strafe around blind corners so your weapon is pointed in the right direction when you come around the corner.

Side-to-Side Strafing

Strafing from side to side is an effective basic strategy. Vary the length of time you move in each direction so that your moves don't become predictable. Your first priority is to dodge any incoming fire. Your second priority is to keep the crosshairs trained on your enemies and blast them into oblivion. When you can do both, you're becoming a true *Unreal Tournament 2003* player.

Circle-Strafing

Circle-strafing is an advanced technique, but players who master it have a huge advantage over players who haven't. Using the Strafe Right/Strafe Left buttons, strafe in a circle around enemies, keeping your crosshairs trained on them.

Use the Move Forward/Move Backward buttons to keep a fair amount of distance between you and the enemy, and vary the direction of your circle-strafe occasionally to keep your opponent from predicting your movements. This allows you to inflict maximum damage on your opponent while staying mobile enough to be a difficult target.

The key to picking off an enemy using circle-strafing against you is to put some distance between you and the enemy and aim carefully.

Run Backward

If an opponent attacks you with a weapon designed for close-range use, such as the Minigun or the Flak Cannon, use the Move Backward button to run backward and keep your crosshairs trained on your foe. While running backward, use a more precise weapon, like the Lightning Gun or Shock Rifle, to pick them off. This technique is best used in areas without pits or gaps. It's easy to backpedal right off the arena and fall to your doom.

Steep Climbs

Some inclined surfaces are too steep to run up. You can scale some of them by pressing the Jump button repeatedly as you run up the incline. Don't stop jumping before reaching the top, or you will slide back down.

Duck and Cover

If you have the Lightning Gun and plan to do some camping, pick a location that has a short, solid obstacle between you and your target. Fire a shot or two from the Lightning Gun, then duck behind the obstacle. Very few weapons don't fire in a straight line, so keep a solid barrier between you and the enemies.

Watch Your Ammo

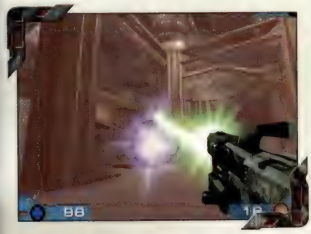
When the action gets fast and furious, it's easy to hold down the Fire button without thinking and waste all your ammunition. Pick your shots carefully, fire in bursts, and switch to a new weapon when your ammo count gets low.

When all your weapons start running low on ammunition, go on an ammo hunt. You won't last long if you're caught with only a Shield Gun in your weapon inventory. If you keep moving through the level, and you have an idea where all the ammo pickups are, you should have no trouble picking up all the ammo you need.

Elevator Jumps

Many of the levels in *Unreal Tournament 2003* have elevator platforms. If you step onto an elevator, it rises or lowers to another floor. Get on a rising elevator and press the Jump button just as you reach the top to perform an elevator jump. This propels you much farther into the air than a normal jump, allowing you to reach difficult-to-access areas.

Creative Weapon Use



Not only do most of the weapons have Alt-Fire modes, some of them can be used in very unconventional ways. For example, if you point the Shield Gun straight down and fire its primary Weapon mode, you can propel yourself into the air. Refer to "Items and Weapons" for more information on each weapon's unconventional applications.

Unreal Tournament 2003 Glossary

alt-fire: A weapon's secondary fire function (the plasma shaft on the Link Gun, for example).

Bot: A computer-controlled player.

camping: Hiding in a secluded location with a long-range weapon, remaining still and picking off enemies from a distance.

console: A command prompt from which you can enter cheat codes or other command information to change aspects of the game.

frame rate: A measure of the smoothness of the game, measured in frames per second (FPS). A high frame rate means the game is running smoothly, with little choppiness. This requires more processing power.

gib: A kill, used in reference to one-shot kills.

HUD: Heads-up display; the in-game information about your character that is displayed along the sides and corners of the screen.

LAN: Local area network, a direct cable connection between two or more computers.

newbie: A new player; a rookie.

resolution: The amount of game information displayed on your screen. Higher resolutions show more of the game on the screen and require more processing power.

respawn: The reappearance of a weapon, item, or character.

spectator: A player who is observing the action in a match but is not involved in the match itself.

strafe: Moving from side to side while facing forward.

system resources: The ability of your computer to process all of the technical aspects of the game; generally determined by your processor speed, your graphics card, and the amount of RAM you have.

toggle: Turning a feature on and off with the same button, like a light switch.

Cheats!

Enter these commands (in **bold**) at the command prompt to cheat your way to glory! These cheats do not work in Multiplayer mode:

behindview 0: Return camera to first-person perspective.

behindview 1: Switch the camera to third-person perspective.

fly: Allows you to move anywhere in the arena except through solid objects. Does not make you bulletproof!

freecamera 1: You control the camera.

ghost: Allows you to move anywhere in the arena, including through solid objects.

god: You cannot be hurt except with falling damage. You can still die if you fall off a level or into lava, spinning blades, or any other "instant kill" environmental object.

loaded: All weapons, full ammo.

playersonly: All characters freeze except human-controlled characters.

slomo (enter numerical value 0.1–1+): Gameplay moves in slow motion.

walk: Undoes **fly** and **ghost**.

Items and Weapons

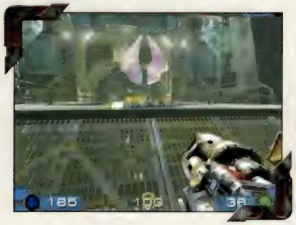
Items

Items appear in every level. Run over them to pick them up.

Adrenaline

Orange and white Adrenaline capsules are scattered around most levels. Picking them up adds a small amount of Adrenaline to your Adrenaline Meter. When your Adrenaline Meter hits 100, the pill starts blinking, and you can perform Adrenaline Combos (see the Introduction for more information on Adrenaline Combos).

Double Damage



Double Damage modifiers are purple icons that spin slowly as they float above the ground. A Double Damage modifier briefly doubles your weapons' power. Double Damage is best used with weapons that have a fast rate of fire (such as the Minigun or Assault Rifle) or weapons that do splash damage (such as the Rocket Launcher). A character's weapon powered up with Double Damage glows purple.

Ball

The Ball appears only in Bombing Run matches. Each level has only one Ball, surrounded by a glowing yellow field. When you pick up the Ball, you automatically equip the Ball Launcher and cannot switch to any other weapon. While you carry the Ball, your health regenerates up to 100 percent. A glowing field of the same color as their team surrounds any character carrying the Ball.

When you reach your opponent's goal, press the Fire button to throw the Ball through the goal ring and earn three points for your side. You can also run directly through the goal ring while carrying the Ball, giving your team seven points.

Health

Health Vial +5

Health Pack +25

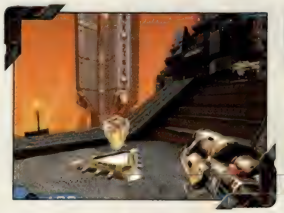
Big Keg o' Health +100

There are three varieties of Health pick-ups, all of which restore some of your health. Cross-shaped Health Packs +25 restore your health, but they do not raise it above 100 points.

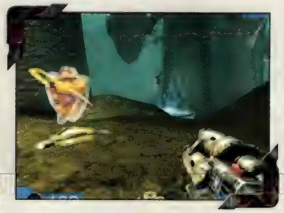
Health Vials +5 look like blue test tubes. They restore five health points. They can raise your Health Meter above 100 points, to a maximum of 199 points.

Big Kegs o' Health +100 look like, well, big kegs. Picking up one of these instantly restores 100 points of Health. Like Health Vials +5, they raise your Health up to the 199-point maximum.

Shield Pack



Shield Pack +50



Shield Pack +100

The yellow Shield Packs give you shields, which act as a second Health Bar. When you have shields, any damage you suffer is first subtracted from your shields. You lose health only after your shields are fully depleted. Shield Packs come in +50 and +100 denominations, and you can have a maximum of 150 shield points at any time.

Weapons

Assault Rifle

Initial Ammo: 50 bullets, 4 grenades
Max Ammo: 100 bullets, 8 grenades
Ammo Type: Rifle rounds
Rate of Fire: Fast
Range: Long (bullets), short (grenades)
Damage: Moderate (bullets), high (grenades)

The Assault Rifle is your default weapon. You begin every match with it in your weapon inventory. It is one of the most common weapons in the game, but don't underestimate its power or versatility. In its primary Fire mode, it shoots a constant stream of high-velocity bullets with good accuracy. Its Alt-Fire mode lobs grenades that detonate a few seconds after being fired. The longer you hold down the Alt-Fire button, the farther the grenades fly.

Bio-Rifle

Initial Ammo: 20
Max Ammo: 50
Ammo Type: Bio-Rifle Goop
Rate of Fire: Fast
Range: Short
Damage: Moderate

The Bio-Rifle fires globs of green Bio-Rifle Goop that stick to whatever they hit for a few seconds before evaporating. Even if you miss, an enemy still suffers damage by running across Bio-Rifle Goop on the floor. The larger the glob of Goop, the more damage it does.

The Bio-Rifle's Alt-Fire mode shoots a large glob of damaging Goop. The longer you hold down the Alt-Fire button before releasing it to lob the glob, the larger the glob you fire.

TIP

When fleeing from an enemy, run backwards, using the Bio-Rifle to lay down a minefield of Goop as you go. The Goop either discourages pursuit or damages your opponent.

Flak Cannon

Initial Ammo: 15
Max Ammo: 50
Ammo Type: Flak shells
Rate of Fire: Slow
Range: Long, with decreasing accuracy past point-blank range
Damage: Very high at close range, moderate at a distance, some splash damage from ricochets

The Flak Cannon has a slow rate of fire, but its power makes up for its lack of speed. Its primary Fire mode shoots chunks of flak (shrapnel) that tear through your opponents and ricochet off walls. Its Alt-Fire mode lobs a Flak Grenade that explodes on impact, shredding any nearby players with the same devastating shrapnel.

The Flak Cannon works best at close range, where it can take out a shieldless opponent in one or two shots. But it can also be fired at distant enemies to discourage them from pursuing you.

CAUTION

Be careful when using the Flak Cannon in confined areas—your own ricochets may hit you.

Ion Painter (Superweapon)

Initial Ammo: 1
Max Ammo: 1
Ammo Type: n/a
Rate of Fire: Slow
Range: Long
Damage: One-shot kill

The Ion Painter is found on very few levels, and it is easily the most devastating weapon in the game. It has only one mode of fire and can only be fired once, but the effect is so powerful that one shot is all you need.

To use the Ion Painter, you must be in an outdoor level. Point the laser at any horizontal surface that is directly beneath the open sky and hold down the fire button. A pink laser beam glows brightly after two or three seconds and "paints" the ground with a targeting glow. A satellite shoots a ridiculously powerful exploding death beam from the sky at the targeted area, instantly annihilating any player caught in its large blast radius.

Because this weapon is so powerful and creates such a huge explosion, make sure that you call down the satellite strike far from your location. It's great for taking out masses of enemies, but it is definitely not a precision weapon. Once you fire the T.A.G. Laser once, you cannot pick up any more ammunition for it; the only way to fire it again is to pick the weapon up again when it respawns.

Like all superweapons, the Ion Painter does damage directly to a player's Health, ignoring their Shield strength.

Lightning Gun

Initial Ammo: 15
Max Ammo: 40
Ammo Type: Lightning charges
Rate of Fire: Slow
Range: Long
Damage: Very high (body shot), one-shot kill (head shot)

The Lightning Gun—the sniper rifle of *Unreal Tournament 2003*—fires single bolts of electricity with pinpoint accuracy. A head shot immediately kills your opponent, no matter how much health your foe had.

To improve your chances of getting a head shot, click the Alt-Fire button to bring up a targeting scope, hold the button to zoom in, and click it again to return to your normal view.

CAUTION

While using the targeting scope, your field of vision is very limited, making you vulnerable to enemy fire. Be sure you are in a secure location before using it.

The Lightning Gun has a very slow rate of fire, so it's best used for picking off foes, not for charging at them and running them down.

Link Gun

Initial Ammo: 40
Max Ammo: 120
Type of Ammo: Link Gun charges
Rate of Fire: High (primary mode), constant (alt-fire)
Range: Long
Damage: High

The Link Gun is one of the most versatile weapons in *Unreal Tournament 2003*. Its normal Fire mode shoots green plasma at a high rate of speed, and its Alt-Fire mode emits a constant stream of green plasma that quickly destroys any enemy unfortunate enough to get caught in it.

Furthermore, if one of your teammates is firing a plasma stream at an enemy, you can increase the power of that weapon by firing a plasma stream at your teammates to create a link between you. If you enable the Link Gun Medic Mutator, the plasma stream heals allied players.

The only drawback is that this weapon tends to chew through its ammunition quickly, especially if you frequently use the alt-fire plasma stream.

Minigun

Initial Ammo: 100
Max Ammo: 250
Ammo Type: Minigun bullets
Rate of Fire: Very high
Range: Long, with decreasing accuracy past point-blank range
Damage: High at close range, low at a distance

Don't let the name fool you—there's nothing mini about this beast of a machine gun. Its Normal and Alt-Fire modes are almost identical: Hold the Fire button down and the barrel of the Minigun starts spinning. After the Minigun has warmed up, it fires a constant spray of bullets as long as you hold down the Fire button. The regular Fire mode shoots faster but is less accurate; the Alt-Fire mode is a bit slower but more precise.

The Minigun isn't accurate at a distance, and it delays firing for a second after you first press the Fire button; however, it obliterates any enemies caught in its lethal lead barrage. Use the Minigun at close range, where it works very well against multiple opponents clustered together.

Redeemer (Superweapon)

Initial Ammo: 1
Max Ammo: 1
Ammo Type: n/a
Rate of Fire: one shot
Range: Long
Damage: Instant obliteration of anyone caught in the last radius

The Redeemer is a super-powerful Rocket Launcher. You only get one shot, but one shot is all you need. Make sure you've got a good, long distance between yourself and the Redeemer's impact point, because the blast radius is mammoth, and it instantly devastates anything in its path. The Redeemer is extremely powerful, but it's very hard to use without killing yourself or your teammates.

Like all superweapons, the Redeemer damages a player's Health directly, no matter how high his Shield strength is. The Alt-Fire mode allows you to steer the rocket from a first-person perspective.

Rocket Launcher

Initial Ammo: 12
Max Ammo: 48
Ammo Type: Rocket packs
Rate of Fire: Slow
Range: Long
Damage: High (direct hit), moderate (splash damage)

As its name implies, the Rocket Launcher fires rockets. Its Alt-Fire mode allows you to simultaneously fire up to three rockets. The rockets load into the firing chamber one at a time and fire when all three are loaded or when you release the Fire button. Pressing the Fire button shoots a rocket that travels in a straight line until it hits something (or someone) and explodes.

A direct hit with the Rocket Launcher does impressive damage. Even a near miss critically wounds an enemy with the splash damage from the explosion. Use the Rocket Launcher against distant enemies, because you can damage yourself by firing a rocket at a nearby enemy. Keep the crosshair on your target for a second to lock-on and fire a homing rocket.

Shield Gun

Initial Ammo: 100
Max Ammo: 100
Ammo Type: N/A
Rate of Fire: Very slow
Range: Point-blank
Damage: High

In addition to the Assault Rifle, you always begin with a Shield Gun in your inventory. It is primarily a defensive weapon, although you can use it as an offensive weapon at close range. Hold down the Fire button until the gun starts to shake, then touch enemies to autofire it.

Holding down the Alt-Fire button creates a green energy shield in front of you that blocks enemy fire. The Shield Gun's power gradually drains as you keep the shield up. When the power is gone, the shield disappears. The Shield Gun automatically begins regenerating its power.

You can also use the Shield Gun to boost your jump. Point the Shield Gun at the ground, hold down the Fire button to charge the Shield Gun's attack, then release it to propel yourself into the air. This can do quite a lot of damage, so make sure you have plenty of health and shield points before you try it.

The Shield Gun can also propel a teammate high into the air if you take the time to carefully set up the maneuver. Point the Shield Gun toward the area that your teammate wants to leap up to, then hold down the primary Fire button. Have your teammate run and jump onto your Shield Gun; release the Fire button as soon as your teammate gets within range. Your ally will suffer damage, but will also fly high and far.

Shock Rifle

Initial Ammo: 20
Max Ammo: 50
Ammo Type: Shock cores
Rate of Fire: Moderate
Range: Long
Damage: High (primary fire mode), very high (Alt-Fire mode, Shock Combo)

The Shock Rifle fires beams of energy in its primary Fire mode and balls of energy that explode on impact in its Alt-Fire mode. You can fire an energy ball and then shoot it with an energy beam to create a Shock Combo explosion that severely injures any players in the immediate vicinity.

CAUTION

Don't shoot the ball too quickly, or you'll get caught in your own blast.

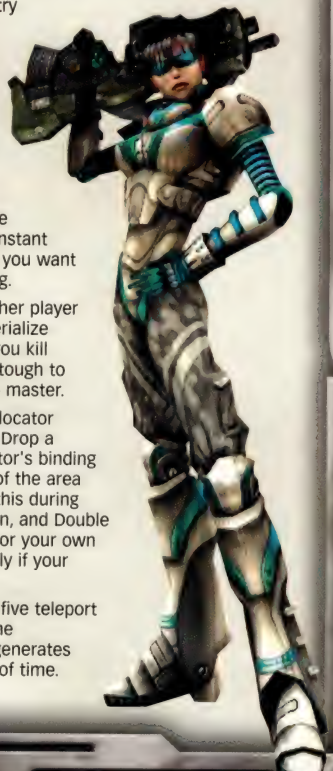
The Shock Rifle's rate of fire is a bit slow, but the speed of its shots and the punch that they pack compensate. The Shock Rifle also is equipped with a laser sight that makes it easier to line up your shots carefully and pick off enemies from a distance. However, that same laser sight gives away your location.

Translocator

Initial Ammo: 5
Max Ammo: 5
Ammo Type: N/A
Rate of Fire: Moderate
Range: Short
Damage: One-shot kill (if used as a weapon)

The Translocator is more of a tool than a weapon, although it can be used to kill an enemy if you're very skilled (and lucky). It is only available in certain games. If it's available, you start the match with it in your inventory.

The Translocator's primary Fire mode launches a beacon that travels in an arc, like a grenade. Once you fire a beacon, press the Alt-Fire button to immediately teleport to the beacon's location. This is a handy way to scale great heights quickly and safely or to make it across broad open areas without leaving yourself open to enemy fire. Downside: If you try to teleport and an enemy destroys your Translocator beacon, you instantly die.



You cannot use the Translocator to teleport yourself and the enemy flag in a Capture-the-Flag match (you teleport, but you drop the flag). But you can drop a Translocator beacon inside the enemy base to give yourself instant access to the base whenever you want to teleport in and grab the flag.

If you fire a beacon at another player and teleport so that you materialize partly inside your opponent, you kill that player instantly. It's very tough to pull off, but it's a great skill to master.

Finally, you can use a Translocator beacon as a security camera. Drop a beacon and tap the Translocator's binding button to get a grainy image of the area around the Translocator. Use this during Capture the Flag, Bombing Run, and Double Domination matches to monitor your own base and teleport to it instantly if your opponents draw too near.

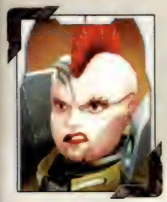
You can fire a maximum of five teleport beacons. After you use one, the Translocator automatically regenerates that beacon in a short period of time.

Characters

Juggernauts

Juggernauts, genetically modified (gene-boosted) humans, are the toughest characters in the game. If you enable Species Statistics from the Mutator menu, you'll see that Juggernauts have approximately 90 percent more health than the average character. Their power comes from their size, but their bulk has a downside: Their ground speed, jump height, acceleration, and aerial dodging abilities are all slightly below average (10–20 percent less than the average character).

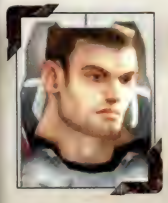
Ambrosia



Name: Judith Karpovskya
Age: 26 Years
Race: Homo sapiens (gene-boosted)

A gene-boosted weightlifter who strangled a judge in a fit of Adrenaline-induced rage, Ambrosia has resigned herself to a life in the Tournaments and dealing with her teammate Gorge's sexual innuendos for the foreseeable future.

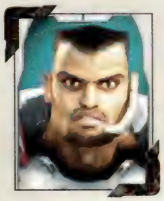
Arclite



Name: Marvin Hunter
Age: 24 Years
Race: Homo sapiens (gene-boosted)

Unlike his male counterparts, Arclite is neither a criminal nor a killer by nature. His presence in the Tournaments is a byproduct of his genetic makeup. But watch your step around him. He's not happy to be here.

Cannonball



Name: Niles Krieger
Age: 28 Years
Race: Homo sapiens (gene-boosted)

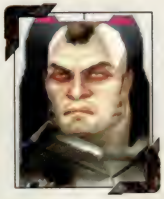
If a trash compacter and a tank had offspring, the result might be Cannonball. He's big, ugly, and has the personality of a rabid grizzly. Only the suicidal would voluntarily share a cell with this career criminal.

Frostbite

Name: Nikolai Kolodenko
Age: 37 Years RT (Relative Time)
Race: Homo sapiens (gene-boosted)

His cold gaze is like gangrene crawling beneath your flesh. It devours you; it seeks to turn your blood to ice and your heart to stone. Imagine what he'll do when he actually gets his hands on you.

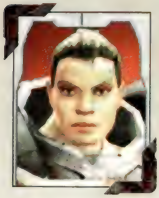
Gorge



Name: Prometheus Georgian Pithras
Age: 34 Years RT
Race: Homo sapiens (gene-boosted)

It takes a special kind of person to survive the harsh environment of the Allerian penal colony. It takes another kind of person altogether to revel in it. Prometheus Pithras is more than just a survivor; he's a predator with a sweet tooth for suffering. Once incarcerated, Pithras took to the Tournaments like a fish to water, honing his combat skills both on and off the arena floor. The lack of firepower in the prison mines doesn't affect his training regimen in the least—who needs a gun when you've got hands and teeth?

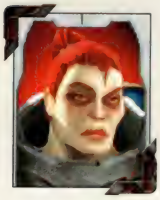
Reinha



Name: Carol Robinson
Age: 29 Years
Race: Homo sapiens (gene-boosted)

After her husband was killed in a mining accident, Reinha had nothing left to live for, so she adopted the nickname her spouse had given her in his native Portuguese and set out to find meaning in death.

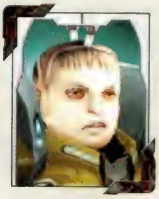
Rylisa



Name: Constance Lapp
Age: 32 Years
Race: Homo Sapiens (Geneboosted)

Former union leader of Ore Miners Local #732G, Lapp found the bribes offered to her by an Imperial official to be an insult, so she cut off his hands and used his subdermal ID chips to access his accounts, netting her life in the Allerian ice mines.

Siren



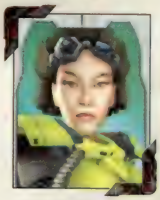
Name: Eva Kasprzak
Age: 27 Years
Race: Homo sapiens (gene-boosted)

Siren was severely beaten with the ugly stick, and she's had DNA from the tree spliced directly into her genes. There's nothing pretty about Siren, and she'll be the first to admit it. But if *you* mention it, she'll kick your tail.

Mercs

Mercs are unmodified humans trained in the combat arts. Their training has made them as tough as nails, but unlike Juggernauts, Mercs don't carry around excessive bulk. When you enable Species Statistics from the Mutator menu, all Mercs have approximately 30 percent more health than the average character and no loss in any other statistic.

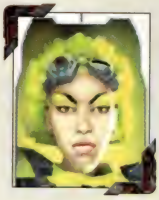
BlackJack



Name: Sylvia Russel
Age: 26 Years
Race: Human

Don't let those pretty eyes fool you. She's hard as steel and holds her own in the arena. As a scout for Merc raiding parties, she earned a reputation for dependability and courage while she was still a kid.

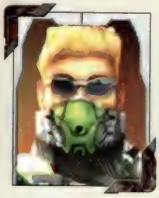
Prism



Name: Meredith Planck
Age: 26 years
Race: Human

Raised on the crippled capships of the 7th Mercenary Fleet, Prism is part engineer, part hired gun. She takes her name from the custom eyepiece she designed while inspecting bulkheads for microfractures.

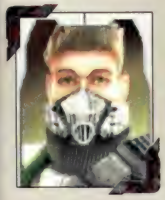
Remus



Name: Michael Cassidy
Age: 26 Years
Race: Human

Being a twin in the Tournaments isn't so bad, as long as you're on the same side. If you think it's hard to face a brother in the arena, try facing one who shares your face. One factor makes it easier: He's a real jackass.

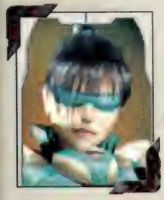
Romulus



Name: Stephen Cassidy
Age: 26 Years
Race: Human

Supported by his twin brother Remus, Romulus has proven that a good leader, backed up by the right team, can go anywhere. So what if his brother occasionally feels a little jealous? So what if they start taking shots at each other? That's what the cloning tank's for, right?

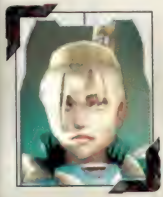
Sapphire



Name: Patrice Leblanc
Age: 27 Years
Race: Human

Soft-spoken, intelligent, and attractive—yet brutal in the arena—Sapphire sets many combatants' hearts racing, for different reasons.

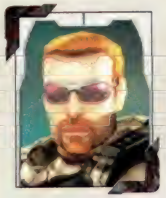
Satin



Name: Julie Warkworth
Age: 24 Years
Race: Human

Only two years ago, an Imperial Dreadnought captured her clan's vessel and brought its human cargo to the slave docks of Briggan IV. The dockmaster thought her a pretty one and kept her for himself, but his unwanted attentions bought him a crushed larynx and swift visit to the light at the end of the tunnel. Overseer Driak, who had always despised the dockmaster, took an instant liking to the girl and trained her for the Tournaments.

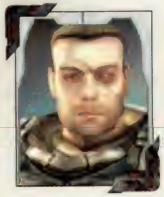
Torch



Name: Maynard Lacroix
Age: 28 Years
Race: Human

He's not much for talking, but when you need to give orders, you don't want to be yelling over your men. If there's a point to be made, Torch prefers to make it with raw firepower.

Wraith

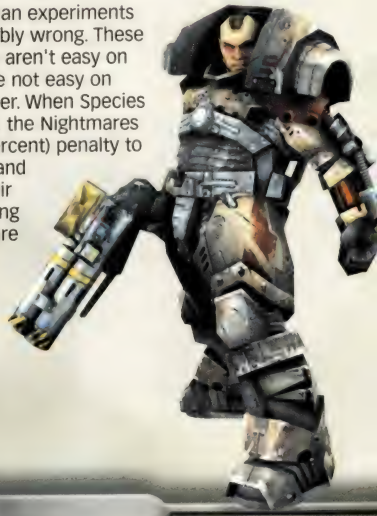


Name: Aaron Bishop
Age: 27 Years
Race: Human

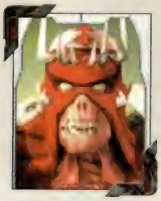
A participant in the Tournaments since the age of 19, Wraith has partaken in some of the most savage battles on the arena floor. Considering his long history of combat and the injuries he has incurred, it's a toss-up as to which is more scarred: his body or his mind.

Nightmares

Nightmares are human experiments that have gone horribly wrong. These human-alien hybrids aren't easy on the eyes, and they're not easy on their opponents either. When Species Statistics is enabled, the Nightmares suffer a small (10 percent) penalty to their ground speed and jump height, but their walking and crouching movement speeds are 50 percent and 20 percent higher, respectively, than the average character's.



Brutalis



Name: Specimen 031G
Age: 24 Years RT
Race: Homo sapiens Taratis

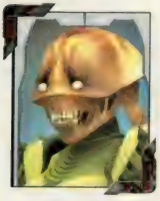
As strong as he is ugly, Brutalis was part of an experiment to hybridize human and Taratic prisoners into a highly intelligent killing machine. The project was scrapped after proving to be more successful than anyone could have imagined.

Domina

Name: Unknown
Age: 54 Years RT
Race: Homo sapiens Medusae

A walking deathtrap who preys on the compassion of her victims, Domina prowls the dark corners of a thousand worlds seeking enemies of the Empire. Like all members of the Vigilance Force, Domina possesses the ability to ferret out treason where none has been committed. Some say she can hear guilty thoughts. Others say she can find the threads of dissent woven deep into the DNA. If the shadows speak to you in a child's voice one day, run—and never stop.

Fate



Name: Sara Cortez
Age: 19 Years
Race: Cybernetic Human

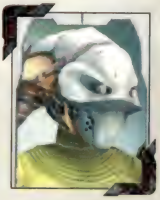
Having lost her legs during an attack on an Imperial medical supply transport, Sara Cortez was captured and sentenced to deletion of personality at the Purgatory penal facility. With her mind and body rebuilt from the ground up, she now serves as a bounty hunter for the Empire.

Harlequin

Name: Unknown
Age: 34 Years
Race: Homo sapiens Medusae

Ever wonder why some children are afraid of clowns? Now you know.

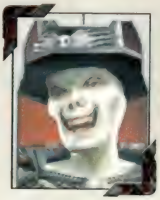
Lilith



Name: Unknown
Age: Unknown
Race: Cybernetic human

As a child, her dreams were filled with ghoulish monstrosities—nightmares that craved the sustenance of human suffering. Decades later, only the nightmare remains, and the innocence of childhood is a fairy tale for the weak.

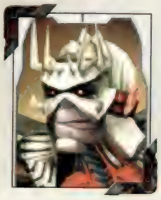
Mr. Crow



Name: Unknown
Age: Approx. 36 Years
Race: Homo sapiens Medusae

Mr. Crow brings culture and style to a brutal sport. The fact that he is a raving lunatic with a taste for the bizarre only adds to his charm.

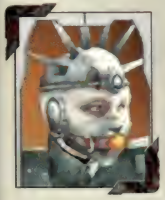
Ravage



Name: Specimen 040G
Age: Unknown
Race: Homo sapiens Taratis

If league regulations allowed for unarmed combat, the competition would be quite brief with Ravage involved. And very, very messy.

Subversa



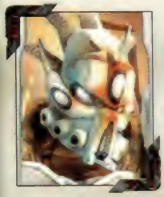
Name: Unknown
Age: 38 Years RT
Race: Homo sapiens Medusae

Her eyes are devoid of life—empty orbs that take in the world with an unfeeling gaze.

Gen Mo'Kai

The Gen Mo'Kai are a ruthless race of alien warriors that found a home in the Tournaments. Despite their grotesque appearances, the Gen Mo'Kai are among the most graceful and agile characters. When you enable Species Statistics, the Gen Mo'Kai are 20 percent more maneuverable in the air and 30 percent faster on the ground, and they accelerate 10 percent faster than the average character. They also have a 10 percent higher jump height and a 10 percent higher aerial dodge speed. The downside is maximum health that is 20 percent lower than average and weapons that do 10 percent less damage than average.

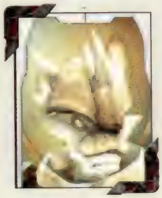
Damarus



Name: Damarus
Age: 23 Years
Race: Gen Mo'Kai

The son of Mobeth tribe leader Gik Ma, Damarus made quite a name for himself in the arenas. As a volunteer, he enjoys many physical pleasures. But those who think his hedonistic lifestyle has made him soft haven't seen him from the wrong end of a Bio-Rifle.

Faraleth



Name: Faraleth
Age: 28 Years
Race: Gen Mo'Kai

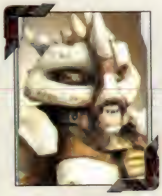
When the human plague known as the Crimson Scourge annihilated her tribe, the healer Faraleth went mad with grief, sickened by her own inability to combat the disease. Now every death she causes in the Tournaments is one small step toward redemption.

Komek

Name: Komek
Age: 27 Years
Race: Gen Mo'Kai

Like Makreth, Komek prefers to wear the death mask of his family into battle. This has earned him the disdain of Motig, who prefers to instill fear into his enemies with displays of skill rather than gaudy facial art.

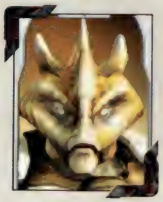
Makreth



Name: Makreth
Age: 24 Years
Race: Gen Mo'Kai

A warrior maiden of the Yellow Bone clan, Makreth proudly wears the death mask handed down through generations of her family. Her bared fangs and slitted eyes cause many opponents to freeze in fear.

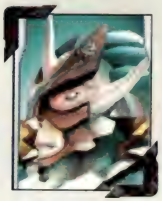
Mokara



Name: Mokara
Age: 20 Years
Race: Gen Mo'Kai

Damarus' sister and second in line to the scepter of Mobeth, Mokara feels that her brother is unworthy of the title and seeks to usurp it by proving herself the better in battle. Quiet and reserved, she watches her enemies closely for hidden weakness.

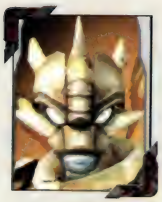
Motig



Name: Motig
Age: 19 Years
Race: Gen Mo'Kai

The youngest of the Gen Mo'Kai players, Motig is also the most enthusiastic and outgoing of the recruits. He plays the crowd like a finely tuned instrument, using finesse and style to impress while crushing his enemies underfoot. Underestimating his abilities in combat may be the last mistake you'll ever make.

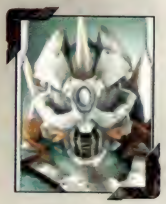
Nebri



Name: Nebri
Age: 26 Years
Race: Gen Mo'Kai

Her face permanently disfigured by the venom of an Arborean predator, Nebri signed up for the Tournaments rather than face further rejection by those who were once her suitors. Little does her compatriot Damarus know that her feelings for him are less than hostile.

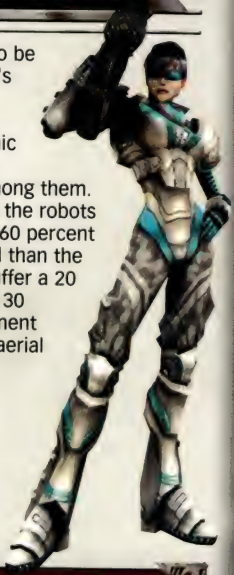
Selig



Name: Selig
Age: 25 Years
Race: Gen Mo'Kai

Unlike his flashy young friend Motig, Selig prefers solitude. He likes to explore the worlds he visits and document the interesting findings, or he plays a lethal game of cat and mouse with the interesting things that find him.

Artificial Life-forms



These eight robots were designed to be the ultimate killing machines. There's no doubt that their creators succeeded on every level. Many of these artificial life-forms have organic components inside their hard exoskeletons, but hearts are not among them. When you enable Species Statistics, the robots have 10 percent more health and a 60 percent higher dodging ability on the ground than the average character. However, they suffer a 20 percent penalty to walking speed, a 30 percent penalty to crouching movement speed, and a 30 percent penalty to aerial dodging speed.

Cobalt

Name: KIL-2041
Age: N/A
Race: Artificial life-form

Every soldier trains for combat using drones to perfect targeting skills. But what if the drone were smarter and stronger—and you were the target?

Corrosion

Name: PEI-1972 (Corottus)
Age: N/A
Race: Artificial life-form

Beneath an exterior of cold metal burns a soul as bright as a dying star, the essence of a being who sought to rule the galaxy at the Emperor's side. With his dreams stripped away from him as easily as his dying flesh, Corrosion now exists only to seek revenge.

Mandible

Name: MDB-2274
Age: N/A
Race: Artificial life-form

Mandible's programmer thought it would be interesting to have his creation contemplate the meaning of life. Three days and 76 bodies later, the automaton still lacked an answer, but it had gained extensive knowledge of human physiology.

Rapier

Name: LVW-1963
Age: N/A
Race: Artificial life-form

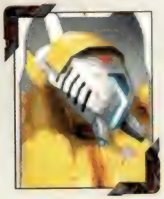
This drone will grant no mercy. The feature was removed in its last operating system update.

Renegade

Name: GSU-8860
Age: N/A
Race: Artificial Lifeform

It slices, it dices, eviscerates, and decapitates. It sees in the dark and can track you by your DNA, just like the girl you stood up on prom night.

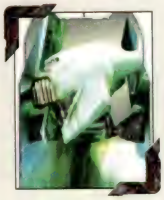
Syzygy



Name: YYZ-0799
Age: N/A
Race: Artificial life-form

Syzygy takes the term "bleeding edge" to a whole new level.

Thorax



Name: THX-1138
Age: N/A
Race: Artificial life-form

Relentless in competition and possessed of a digital immortality that even the organics are incapable of understanding, Thorax seeks only one goal: victory.

Widowmaker

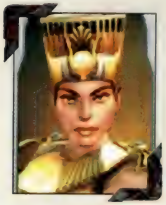
Name: WMR-0333
Age: N/A
Race: Artificial life-form

Widowmaker is one of the few battle drones confirmed as wholly inorganic. Advanced threat detection and onboard evasive logic make this entity a force to be reckoned with.

Egyptian Humans

As settlers on a distant planet, a race of humans based its culture on ancient Egyptian civilization. These characters have very high maneuverability (150 percent better control in the air, 30 percent higher jump, and 50 percent higher aerial dodging ability) when you enable Species Statistics. However, they suffer a 15 percent maximum health penalty, a 10 percent inflicted damage penalty, a 20 percent acceleration penalty, and a 10 percent dodging penalty on the ground.

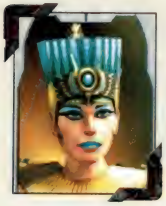
Asp



Name: Meryetamun
Age: 25 Years
Race: Human

Beautiful and deadly, Asp is quick to strike, and her victims are not likely to recover from her bite.

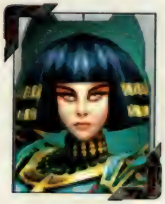
Cleopatra



Name: Khutenptah
Age: 25 Years
Race: Human

If you think Cleopatra and Asp have something going on, you may be right. But it's not something you want to show up for unarmed.

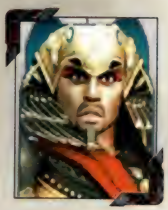
Diva



Name: Sherit
Age: 18 Years
Race: Human

Diva takes advantage of her reputation for her charm and charisma off the Tournament floor—she is exceedingly vicious in her pursuit of victory. It amuses her to have sympathy notes delivered to her opponents before a match.

Horus



Name: Khnumhotep
Age: 28 Years
Race: Human

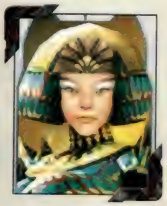
Three generations of arena combat have made Horus's bloodline a force to be reckoned with, and one that's very popular with the crowd. He'd like the ladies to know that he's available for private autograph sessions after today's match.

Hyena

Name: Khensthoth
Age: 27 Years
Race: Human

A former officer in the Temple Guardians, Hyena found the position to be unrewarding. The city's low incidence of crime made it a very dull career. The encouraging words of an Imperial recruiter finally persuaded him to leave his world and venture out into the galaxy.

Memphis



Name: Hebeny
Age: 21 Years
Race: Human

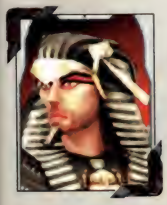
A beautiful daughter of the aristocracy, Memphis grew tired of her pampered existence and took to the arena. Now she's a battle-hardened warrior addicted to the high of combat.

Roc

Name: Bakenmut
Age: 27 Years
Race: Human

The display of emotions is a sign of weakness to the warriors of the Northern Waste. Roc has never shed a tear, considering every drop of water more precious than his blood. Born to do battle on the desert sand, he now fights to return there.

Scarab



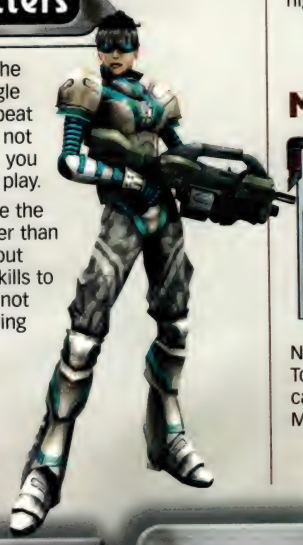
Name: Sinefertari
Age: 24 Years
Race: Human

A lieutenant in the Desert Legion and veteran of three tribal wars, Scarab is a cold and calculating tactician who prefers to draw his enemies out into the open where he can kill them at his leisure.

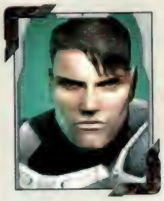
Boss Characters

Brock, Lauren, and Malcom are the boss characters of *UT2003*'s Single Player mode. When—or if—you beat them in Single-Player mode, you not only win the Unreal Tournament, you also unlock these characters for play.

Brock, Lauren, and Malcom are the nastiest mofos in the game. Other than that, nothing much is known about them. You will need all of your skills to beat them, and even that might not be enough. Good luck. You're going to need it.



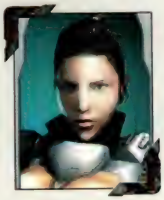
Brock



Name: Brock
Age: 25 Years
Race: Human

Fresh from the interstellar academy, a scion from a rich Martian family. It is rumored he killed his mentor during training but had his father bribe the authorities. Can be a hothead, but mostly tends to do things by the book.

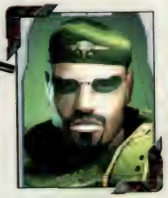
Lauren



Name: Lauren
Age: 25 Years
Race: Human

Fierce, loyal, and technically capable. Her frame may be slim, but she has the most incredible reflexes. Born into a poor asteroid miner family, she became notorious by stealthily eradicating her parents' competitors in space before becoming a full-time Tournament warrior. Her soft side? It has been rumored she'd do anything to defend her high school sweetheart, Brock.

Malcom



Name: Malcom
Age: 32 Years
Race: Human

Needs no introduction—most famous veteran of the Tournaments. Recognized on every planet. With the typical calm pride of the Earth-born, and strong sense of loyalty, Malcom is a true survivor and born leader.

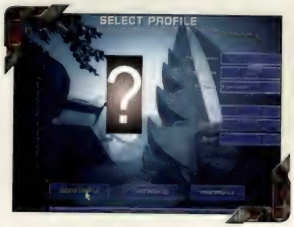
Single-Player Mode

The Single Player game mode in *Unreal Tournament* is the place for a rookie to earn stripes before jumping into the big bad world of Multiplayer. (It's also much less embarrassing to get beaten by a bunch of Bots than it is to chew lead online with 30 strangers.)

Single Player mode begins with a short tutorial, goes into a series of single-player Deathmatch games, and ultimately ends with you assembling a team of battle-hardened warriors ready to claw up the highly competitive ladder of *Unreal Tournament*.

The four tabs along the top of the Single Player menu are Profile, Qualification, Ladder, and Roster. Each brings up a submenu with important information about your quest for Tournament gold. All the submenus have a Play button in the lower right corner, which you click to resume your struggles, and a Menu button in the lower left corner that returns you to the main menu.

Profile



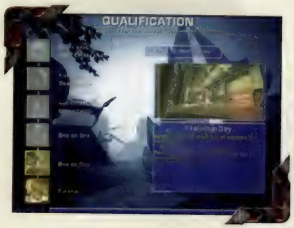
The single-player mode in *Unreal Tournament 2003* begins as a one-on-one experience. First, create a profile in which your progress will be recorded. From the Profile submenu, you can delete, load, or create a profile.

Find an existing profile in the list on the left side of the screen, click it, and then click Load Profile. Your character, your team, the game's difficulty level, and your character's kills, deaths, and goals are listed on the right side of the screen.

If you don't have an existing profile, click New Profile to create one. This takes you to the Create Profile submenu, where you choose a character and team symbol by clicking the right and left arrows under the pictures.

After you've selected your character and team symbol, enter your name in the Player Name field. Enter the name of your team in the Team Name field, and adjust the difficulty of the game via the Difficulty field. When all is ready, click Create Profile.

Qualification



Next, you need to qualify for the Tournament. With your profile loaded, click the Qualification tab to access the Qualification submenu. The process has six steps.

Step 1: Tutorial

This is the first and easiest qualification step. Sit back and watch a short video that explains the basic controls and goals of Deathmatch. It tells you everything you need to know before you jump in and spray lead everywhere.

Step 2: One on One

This is a quick Deathmatch on the Training Day map. Training Day is the smallest, simplest Deathmatch level. Move around its figure-eight pathway, scoop up weapons, ammo, and health, and blast your adversary into atoms.

Step 3: One on One

This is another quick Deathmatch battle, a one-on-one fight that takes place on the Gael map. You have a choice of two weapons: the Rocket Launcher or the Lightning Gun. The Lightning Gun is recommended for this small, open level. Refer to Running and Gunning: Deathmatch and Team Deathmatch Maps for advanced strategy.

Step 4: Cutthroat Deathmatch

The fourth rung on the qualification ladder is another Deathmatch, this one set in the Leviathan level. It's no longer one on one—you face two enemies this time. Fortunately, they're both out for themselves. Catch them off guard while they're in a firefight with each other.

Step 5: Five-Way Deathmatch

This Deathmatch is a five-person free-for-all on the Oceanic map. Check out the advanced strategy for this level in the section on Deathmatch and Team Deathmatch maps. Stay out of areas where you can get ambushed from behind, such as the narrow corridors on the bottom of the level, and watch the ceiling for enemies on the catwalks.

Step 6: Draft Your Team, Then Defeat Them

Now assemble the team that will take you to the top of the Tournament. First, unfortunately, you have to take on the characters you choose in an every-man-for-himself Deathmatch on the crazy Phobos Moon 2 level. Beat them there, and you needn't worry about anyone stepping out of line in the future.

Drafting Your Team

Each potential Tournament team member has five important attributes:

- **Accuracy**: Skill with a weapon.
- **Aggression**: Tendency to fight or flee.
- **Agility**: Ability to dodge bullets.
- **Team Tactics**: Ability to play with others.
- **Salary**: Cost of the character.

Maximize the first four statistics and keep the fifth as low as possible. It would be nice to have a team of characters with Accuracy, Aggression, Agility, and Team Tactics skills in the 90s, but you'd never be able to afford them.

Once you've hired your teammates, use the pull-down menus near their thumbnail portraits to assign them team roles. Your choices are:

- **Auto**: The computer automatically determines the best place for the character.
- **Defense**: The character defends your team's base or goal.
- **Offense**: The character leads the charge on the opposing turf.
- **Roam**: The character floats between defense and offense (picture a soccer halfback).
- **Support**: The character plays neither offense nor defense but helps other characters achieve match goals (moves the ball down the arena, picks off opponents in pursuit of their flag, and so forth).

Ladder

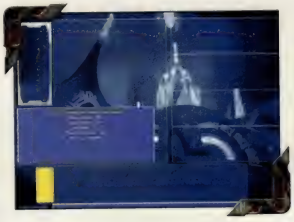
After you make it through the six steps of Tournament qualification, take the show on the road and start climbing the *Unreal Tournament 2003* ladder. The four brackets of competition are Team Deathmatch, Domination, Capture the Flag, and Bombing Run.

You start in Team Deathmatch, and the competition gets progressively tougher. Once through the Deathmatch bracket, you proceed to the Domination, Capture the Flag, and Bombing Run brackets. Conquer them all, and you're the undisputed champion!

After you defeat all comers in the Team Deathmatch, Domination, Capture the Flag, and Bombing Run ladders, you appear in a one-against-two Deathmatch with Brock and Lauren—two of the toughest Bots in the game. Don't be surprised if they repeatedly hand you your head.

If you beat them, you face the ultimate Bot, Malcom, in a one-on-one Deathmatch. The match takes place in Serpentine, one of the game's most confusing and frustrating maps. Malcom knows it like the back of his hand. If you want to survive, you'd better know it that well, too.

Roster



On the Roster submenu, you can make changes to your team. Add, release, or assign players to different roles with the pull-down menus next to their thumbnail portraits.

Keep a good mix in your stable, and customize your team for each type of game. You want some agile, aggressive characters on offense, some accurate characters on defense, and good team tactics scores all around.

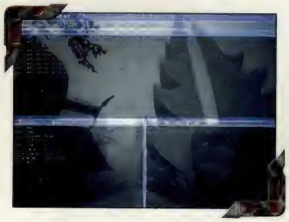
There is no substitute for your skill as team leader. A good leader can make up for a sloppy team, and an unskilled leader can cost even the best team a lot of points by getting killed through stupidity. Bone up on tactics, and never start a match without first checking out the level description in "Deathmatch and Team Deathmatch Maps."

Multiplayer and Instant Action Games

Multiplayer

There are two multiplayer options in the Main Menu. Choose Play On-Line/LAN if you want to join an existing multiplayer game over the internet or a LAN (local area network). Choose Host Multiplayer Game if you want to set up your own multiplayer game and have others join you, via the internet or a LAN. Note that hosting a game requires a more powerful computer, and a high-speed network or broadband internet access is preferred for smooth gameplay.

Play On-Line/LAN



Choosing Play On-Line/LAN from the Multiplayer Menu takes you to the Server Browser Menu and allows you to automatically search for an *UT2003* multiplayer game in progress. If you join a multiplayer game hosted by someone else, you cannot customize the game and must play by the rules that the host has determined.

Once the list of available games appears, click on one and click Connect to join that game with the character you determined in the Player submenu of the Settings menu.

There are six tabs in the Server Browser:

- **News**: Informs you of important *UT2003* news.
- **Deathmatch**: Searches for Deathmatch and Team Deathmatch servers.
- **CTF**: Searches for Capture the Flag servers.
- **Bombing Run**: Searches for Bombing Run servers.
- **Double Domination**: Searches for Double Domination servers.
- **Favorites**: Displays a list of your favorite servers.

After clicking on a game type, a list of available servers pops up, with the following information for each:

- **Server Name**: The name of the server; if it says "(expired)" before the name, the server has timed-out and is not available for play.
- **Map**: The current map being played on the server.
- **Players**: An X/Y value, where X is the current number of players in the game and Y is the maximum number.
- **Ping**: A measure of the speed of the connection; the lower the ping, the faster and more responsive the game will be for you.

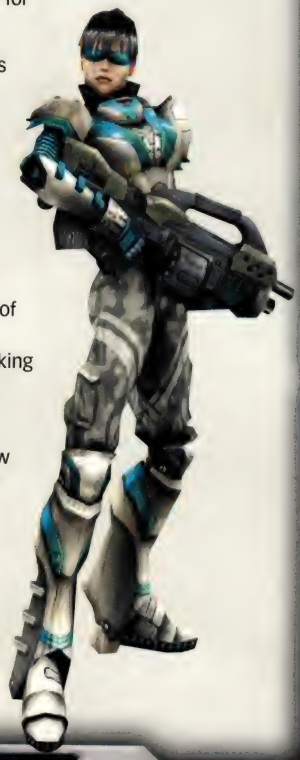
Click on a server to bring up more information about the game being played. Settings for each game are displayed in the lower left menu:

- **adminemail**: The email address of the host, if provided.
- **adminname**: The name of the host, if provided.
- **goalscore**: The score you need to rack up to win.
- **minplayers**: The minimum number of players for the game.
- **Mutator**: Only shown if there are Mutators active in the game (see "Host Multiplayer Game").
- **servermode**: Whether or not the server is dedicated (see "Host Multiplayer Game").
- **timelimit**: The time limit for the game.

To the right of this menu is another menu with information about the players in the game, including their names, their scores, their stats, and their pings.

Along the bottom of the screen are five buttons:

- **Back**: Return to Main Menu.
- **Refresh**: Update the list of available servers.
- **Join**: Click this after clicking a server name to enter the game.
- **Spectate**: Click after choosing a server to view the game as a spectator (non-participant).
- **Add Favorite**: Add the selected server to your Favorites list.



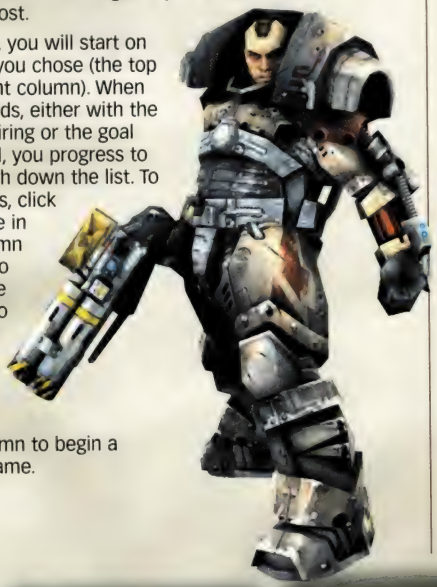
Host Multiplayer Game

Selecting this option takes you to the Multiplayer Host menu, which allows you to host a multiplayer game from your computer. You can use this menu to select the maps and game type for your hosted game; adjust the server, game, and round settings, and toggle different Mutators on and off to add a little spice to your game. At the bottom of every submenu in the Multiplayer Host Menu are two buttons: Start Server (begins game) and Back (returns you to the Main Menu).

Game & Map

Use the Game Type option to choose which type of Multiplayer game you want to host: Deathmatch, Team Deathmatch, Capture the Flag, Bombing Run, or Double Domination. See "Introduction" for more information on each of these game types.

The first thing you need to do on the Host Server Menu is choose which maps you want to include in the game you're hosting. When the Game & Map tab is highlighted at the top of the screen, a list of maps appears. Click on a map name in the left column of available maps and then click Add to add it to the right column of selected maps. To remove a map from the right column, click on it and then click Remove. Click Add All to add all of the maps to the right column, and click Clear All to remove all of the maps in the right column and from the game you are going to host.



As you play, you will start on the first map you chose (the top one in the right column). When that match ends, either with the time limit expiring or the goal score reached, you progress to the next match down the list. To prioritize maps, click the map name in the right column and click Up to move it up the list or Down to move it down the list. You must have at least one map in the Selected column to begin a Multiplayer game.

Game Rules

After choosing your game type and maps, click the Game Rules tab to set the rules of the game. Your options are as follows:

- **Game Speed** (50-200 percent): Sets the speed of the game; 100 percent is normal, 50 percent is half-speed, and 200 percent is double-speed.
- **Weapon Stay**: Weapons remain on their spawning points even after they are picked up; if this is disabled, weapons respawn a short while after they are picked up.
- **Include Translocator**: Translocator is initially available (if checked) or not available at all (if unchecked).
- **Friendly Fire** (0-100 percent): Determines how much damage teammates inflict on each other; 100 percent is full damage, while 0 percent is no damage at all.
- **Frag Limit**: The number of kills (or goals) required to win the game.
- **Time Limit**: Length of time, in minutes, of the game.
- **Max Lives**: The maximum number of respawns each player gets before being disqualified; if set to 0, there is no limit.

Mutators

Mutators are special rules that dramatically affect the play of the game. Use the Add, Add All, Remove, and Clear buttons to determine which ones you want in your game:

- **Arena**: Replace weapons and ammo in map.
- **BigHead**: Your head swells when you're in the lead and shrinks when you're at the bottom of the rankings; this makes head shots easier or harder.
- **Floaty Cadavers**: Dead characters float eerily through the arena.
- **InstaGib**: The only weapons available are modified Shock Rifles that deliver one-shot kills.
- **LowGrav**: Gravity is much lower, allowing you to jump higher and take no damage from falls.
- **No Adrenaline**: Adrenaline is removed from the game.
- **No Super Weapons**: Super weapons (i.e.: the Redeemer) are not in the game.
- **QuadJump**: Allows you to jump four times in succession, rather than just twice.
- **Regeneration**: All characters regenerate Health.
- **Slow Motion Corpses**: Dramatic slow-mo death animations.
- **Vampire**: Every point of damage you inflict on an opponent heals you one point of Health.
- **Zoom InstaGib**: Just like InstaGib, except you also have a sniper scope on your Shock Rifle.

Server

There are several settings you can adjust from the Server submenu of the Multiplayer Host Menu:

- **Dedicated Server:** Check this if you want the host computer to serve the game but you don't want to play on it. Turn it off if you want to play on the computer that is hosting the game. A dedicated server can handle more players with greater ease than a server that is also being used for play.
- **LAN Game:** Check this if all players' computers are linked together on a Local Area Network (LAN). Uncheck it if you are playing with players over the Internet.
- **Advertise Server**: Check this if you want your server to be listed as an available server for the general public to join.
- **Collect Player Stats**: Check this to turn on global *UT2003* stats tracking for your server.
- **Balance Teams**: If this is checked, new players that join the game are automatically assigned to the team with fewer players; turning it off allows players to choose their teams.
- **Use Map Defaults:** Checking this means that your game uses the default number of players and spectators for each map. Unchecking it allows you to adjust the number of players manually with the Max and Min Players options.
- **Max # of Players:** Determine the maximum number of players in the multiplayer game, from 1 to 32.
- **Min # of Players:** Determine the minimum number of players in the multiplayer game, from 1 to 32.
- **Max # of Spectators:** Determines the number of spectators allowed in the game, from 1 to 32.
- **Server Name**: The name of the server.
- **Game Password** (Optional): Requires players to know this password before playing.
- **Admin Name** (Optional): Your name.
- **Admin Email** (Optional): Your email address.
- **Admin Password** (Optional): Sets a password for administering the game.
- **MOTD1** through **MOTD4**: **M**essage **O**f **T**he **D**ay; up to four lines of text that appear on the screens of anyone joining your game.
- **Use Web Admin**: An advanced option for players who are running their own dedicated servers through the *UT2003* web browser. If you don't know what this means, you don't need to worry about it.
- **Web Server Port**: If you're using Use Web Admin, enter your web server port here.
- **Listen Port**: If you're using Use Web Admin, enter the listen port for the server here.

Bot Config

This submenu allows you to configure the Bots in your multiplayer game. Check Use Custom Teams if you want to put together the Bot teams by clicking on the portraits at the bottom of the screen and using the arrows near the Red and Blue Team rosters to assign them to a team. You can also use the Bot Editor feature to create a new Bot or customize an existing one.

Instant Action

Choosing Instant Action from the Main Menu drops you right into a single-player game against one or more Bots. It's essentially a single-player version of the Multiplayer game mode. From the Instant Action Menu, you can set the parameters of the game you want to play. Along the top of the screen are the Select Map, Game Rules, Mutators, Map List, Bot Config, and Player tabs. All of these except Map List and Player work exactly like the ones from the Multiplayer Host Menu, and the Player submenu is the same as the Player submenu from the Settings Menu.

To set the skill of your Bot adversaries, use the Bot Skill option on the Select Map submenu. From easiest to hardest, the difficulty levels are: Novice, Average, Experienced, Skilled, Adept, Masterful, Inhuman, and Godlike. Checking Auto-Adjust Skill means that Bots will start to play better or worse depending upon your skill as displayed in the game.

The Map List submenu allows you to determine a list of maps you would like to play on, just like the list you form when setting up a multiplayer game. If you do not use this option, you will only play on the map you choose from the Select Map submenu.

Click Play at the bottom of any of the Instant Action submenus to begin the game, or click Back to return to the Main Menu.

Deathmatch and Team Deathmatch Levels

Antalus

Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Redeemer, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Double Damage, Health Pack +5, Health Pack +25, Shield Pack +50, Shield Pack +100

Raia Antalus, or Valley of the Hunters, is an ancient meeting place for the warriors of the Gen Mo'kai. Encamped along the valley floor, dozens of warriors gathered in the Temple of Iinu to greet the dawn, hoping to draw upon the powers of the Kana stone embedded in the rock above them. Over the centuries, the temple fell into disuse, and through treaties has become a popular venue for Tournament events.

Level Overview

Antalus is an outdoor arena with uneven terrain. Watch your back at all times. Start by collecting weapons and ammunition at the bottom, then head for high ground; return to the bottom when your health and shields start to run low.

Low Ground

Along the grassy floor of Antalus, there is a Rocket Launcher and Rocket packs, several Adrenaline capsules, and a Link Gun and Link Gun charges. In the outdoor part of the ground floor are several Health Packs +25.

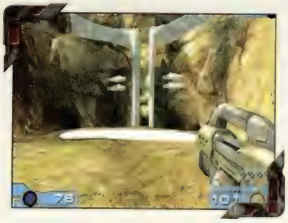
Enter the temple in the center through any of its three entrances to get a Super Shield Pack +100. This Shield Pack is valuable and easily accessible, which means your opponents are trying to reach it as well. Don't stay inside the temple too long—it's impossible to watch all three entrances at once.

The bottom of Antalus is great for those who like to run and gun. Although the valley curves limit visibility, it's fairly open—perfect for the Rocket Launcher, Flak Cannon, or Minigun.

Hot Spots

Hot spots are areas of heavy traffic. Expect to find many enemies shooting at each other. If your health and shields are high and you have a powerful weapon such as the Minigun or Flak Cannon, you can rack up many kills by running and gunning through these points. If you're low on health or lack powerful close-range weapons, avoid hot spots.

High Ground



To move to the hilly high ground, take any of the elevators up from the floor or jump repeatedly up the gentler slopes of the valley.

Up here, you can pick up a Flak Cannon and Flak shells, a Shock Rifle and Shock cores, a Minigun and Minigun bullets, a Shield Pack +50, and a Double Damage modifier.

Another Rocket Launcher and some Rocket packs are also here, as well as another Link Gun and a few Link Gun charges.

You'll find Health Packs in the higher ground, but not as many as from the bottom. If you're low on health, scoop up those Health Packs and the Super Shield Pack +100.

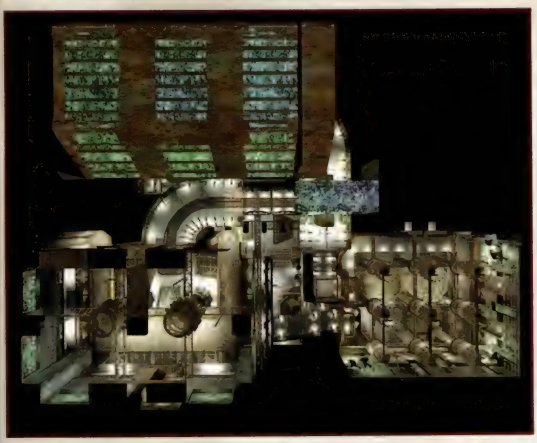
In the uppermost part of Antalus is a Lightning Gun and some Lightning charges. This weapon is up here for a reason: From some of the higher peaks, you can easily pick off enemies below you. If you're up high enough and are not averse to camping and sniping, there are several defensible areas from which to pick off your foes (see sidebar).

Campsites

The areas shown in the screenshots show the best places to stand if you've got the Lightning Gun and want to pick off enemies below.

Finally, hidden on one of the spires of the large structure at the top of the center of the level is the Redeemer. It requires some tricky jumping to reach, but it goes without saying that anyone who grabs this hardware can all but guarantee racking up a few easy kills.

Asbestos



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Redeemer, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Big Keg o' Health +100, Double Damage, Health Pack +5, Health Pack +25, Shield Pack +50

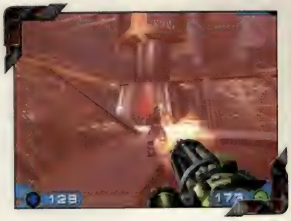
The scrubs do their best to clean up the remains of each battle, but it's never enough. The tarnish and rust slowly devour the last few pristine surfaces as entropy and bloodsport have their way.

Level Overview

This huge industrial area mainly consists of catwalks, inclines, and shallow pools of murky water. It is divided into several smaller areas with distinct strategic points.

The layout is confusing at first. Once you get to know it, keep moving from area to area, accumulating weapons, health, and shield energy. Five main areas exist, each with two or three exits. Knowing how quickly to get from one to the next is the key to success.

In certain areas, you can make a stand and hold off your foes for a long time, but no single area has everything you need. An area with powerful weapons might not have any Health Packs, for instance. Keep moving through this level, or you aren't going to make it.



Vertical Turbine Area

Two large vertical turbines that spin overhead distinguish this section of the map. Enemies can overwhelm you because of the area's small size and multiple exits. Don't spend much time here.

Campsite

If you grab the Lightning Gun from the vertical turbine area and want a good sniping spot, head through the exit to the top of the L-shaped ditch area underneath the catwalk.

This area has three exits. The first is the large hallway between the Health Pack and the Adrenaline capsules. This leads to the area with two pillars, which contains the Shock Rifle.

The second exit is the elevator on the opposite side of the room from the hallway. This leads down to a large area with two horizontal turbines.

The third exit is a small ramp under the catwalk—it's easy to miss. This leads down to the Shield Pack +50 and Link Gun in the L-shaped ditch area.

Two Pillars Area

This small room has a Shock Rifle floating in the middle, three exits, and not much else. The two square pillars that dominate the room are great for lethal games of hide-and-seek. Don't face away from an open doorway, or you may get a nasty surprise from one of your opponents.

The first exit from the room is the hallway that leads into the vertical turbine area. Two Shock cores await in this hallway—handy if you've picked up the Shock Rifle.

The second exit is clockwise from the hallway to the vertical turbine area and leads to the top of the octagonal pool area.

The third exit is at the opposite end of the room from the second exit, and it leads to the top of the L-shaped ditch area.

Horizontal Turbine Area

The horizontal turbine area is a large room with huge horizontal turbines on either side. Next to one turbine is the Flak Cannon. Underneath the other turbine is a Health Pack +25 and a Bio-Rifle with a couple of cases of Flak shells.

Three exits lead from this room. Near the Health Pack and Bio-Rifle is a winding hallway that leads up to the bottom of the octagonal pool area.

On the opposite end of the room are two more exits. One is a short ramp that leads up to the bottom of the L-shaped ditch area.

Across the room from the exit to the L-shaped ditch area is an elevator that leads up to the catwalk in the vertical turbine area.

Hot Spot

The Flak Cannon is best used in confined areas, so after grabbing it from the horizontal turbine area, take the elevator up to the vertical turbine area and pick off foes. Continue on to the two-pillars area, which is another small room.

L-Shaped Ditch Area

This area has an L-shaped ditch at the bottom of it, with high ceilings and several levels of steel grate platforms.

Near the bottom of the area, on a ledge that runs along three walls, are several Link Gun charges and Adrenaline capsules, the Link Gun, and a Shield Pack +50. A Big Keg o' Health +100 sits on the platform above this ledge.

Three exits lead from the L-shaped ditch area. One at the bottom of the room leads to the horizontal turbine area.

Directly above the exit to the horizontal turbine area, leading from the platform with the Shield Pack +50 and the Link Gun, is a ramp that leads up to the bottom of the vertical turbine area.

At the top of the area, on the same side of the room as the first two exits, is a hallway that leads to the room with two pillars and the Shock Rifle.

The Redeemer is also found in this area. Run around the L-shaped ditch at the bottom of the area until you reach a grate. You can actually run right through the gate and pick up the Redeemer on the other side. Make sure to use it in an open area so you don't wind up caught in the blast!

Octagonal Pool Area

A Rocket Launcher floats above the octagonal pool in the middle of this area's bottom. Some Rocket packs and Assault Rifle bullets are in alcoves along the wall.

Head up the ramps above the ammunition to reach a small metal ledge with two narrow ramps leading to a Double Damage modifier.

Just beyond the Double Damage modifier is a Minigun, which is a handy weapon to have if you've just picked up the modifier. The elevator at the bottom of this area takes you directly up here.

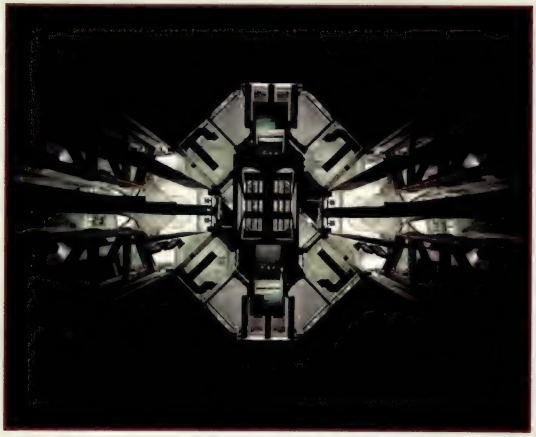
TIP

The Minigun and the Rocket Launcher are powerful but imprecise weapons. After getting one or both, pick up the Double Damage modifier to compensate for their inaccuracy and take out clusters of enemies at once.

Two exits lead from the octagonal pool area. At the bottom, a doorway opens to the winding hallway that leads to the horizontal turbine area.

At the top of the area, next to the Minigun is a doorway that leads into the two-pillars area.

Compressed



Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Health Pack +25, Shield Pack +50

"Discipline is my sword, faith is my shield. Do not leap blindly into uncertainty, and you may live to reap the rewards."—Overseer Grimal

Level Overview

Compressed is a small industrial level consisting essentially of two vertical columns encircled by spiraling pathways. At the top and bottom of the levels are plateaus that connect the two columns.

Elevators at the bottom of each column lead you to the spiral pathways. An elevator in one of the columns goes directly to the top.

Because the level is small enough to move quickly to any area, Compressed doesn't have many good sites for camping and sniping.

Every area can be considered a hot spot because they're all in the flow of traffic. The busy areas are near the elevators and in the corners adjacent to the hallways that connect the columns at the top.

The action in Compressed is fast and furious, favoring those who are equipped with short-range weapons that fire a wide spread of projectiles, such as the Minigun and Flak Cannon. The Rocket Launcher is an effective tool of destruction, but the narrow pathways and various obstructions pose the risk of accidentally hurting yourself with splash damage.

Stay at the top and on the pathways spiraling around each of the two vertical columns. Jumping into the bottom of the columns is almost always a mistake. It leaves you vulnerable to grenades and rockets.

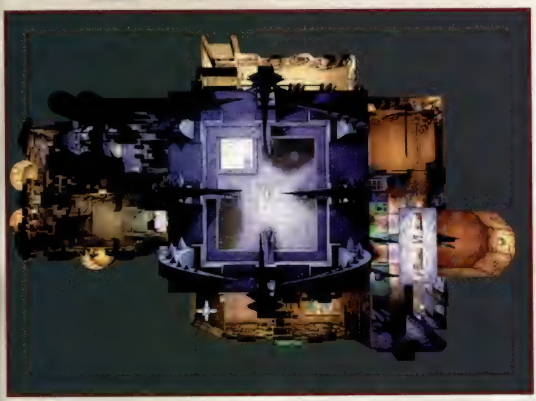
The only enticement at the bottom is the Shield Pack +50 between the two vertical columns and the Health Vials +5 at the bottom of each column. It's a small bonus considering how easy it is to get stuck down there and be assaulted by enemies above you.

If you see an enemy at the bottom of a column, cover the elevator that leads up to the spiral pathway—it's the only way out of the bottom.

It never hurts to drop a grenade down a column every time you pass by. Maybe you'll hit someone foolish enough to be camping out down there.

At the very top of each of the two large, cylindrical areas are grated platforms. One has a Lighting Gun, and the other has a Super Shield Pack +100. You must double-jump onto them from the top of the level to reach them. Either of these platforms makes for a good sniper post.

Curse3



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Shield Gun, Shock Rifle

Items Available: Adrenaline, Double Damage, Health Pack +25, Health Vial +5, Shield Pack +50

Feel the walls closing in on you? A little claustrophobia, maybe? When the Flak starts flying and the Shock Combos fill the air and you find yourself backed into a corner by a relentless pursuer, you'll come to learn the meaning of the word "cursed."

Level Overview

Curse3 is a large level, but its difficulty doesn't stem from its size. It's the complexity of the map that baffles most players. As with any other level, the most valuable weapon in your arsenal is comprehensive knowledge of the floor plan, so run through the level several times to get it in your head.

In these cramped quarters, stick with weapons that have a good spread or do splash damage, or both. If you're handy with the Shock Rifle, don't be shy about letting loose with some Shock Combos. Other good weapons for the level are the Flak Cannon and the Lightning Gun (there are many good camping spots).

Top

At the top of the level are the Shock Rifle, a Health Pack +25, four Health Vials +5, and pits and catwalks from which you can jump to reach lower areas of the level. One of the two pits drops you down near the Flak Cannon, and the other pit takes you to the Rocket Launcher.

An elevator goes to the bottom and another takes you to the middle. They are in opposite corners of the upper part. As you might imagine, this upper level sees a lot of traffic.

Middle

You can find several Adrenaline capsules, the Minigun, a Health Pack +25, the Rocket Launcher, the Flak Cannon, a Shield Pack +50, and one of the two Lightning Guns in the middle part of the level.

Like the upper part of Curse3, the middle floor consists almost entirely of catwalks, narrow ledges, and floors with gaping pits. It's easy to reach the bottom from here, but there are many good ambush spots and you might not want to drop down immediately.

Campsites

One of the best camping areas in the entire level is right next to the Lightning Gun, near the skulls with the glowing red eyes. Hop up into the small tunnel near the Lightning Gun and walk through to the other side.

From this vantage point, pick off any foe who comes through the large room between the Double Damage pickup and the Flak Cannon.

Campsites (cont'd)

You can also fall down onto the catwalk below the tunnel, and run along it to the corner of the room. From there, you can watch all entrances to the room at the same time.

Bottom

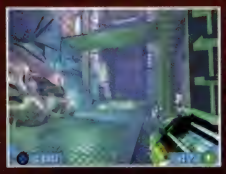
The dungeon-like floor of Curse3 is home to the Link Gun and the Bio-Rifle. This is the most dangerous area in the level because your foes can shoot you from above or jump down on you. Moreover, this bottom has no Health Packs to patch you up.

An item of great value, however, is the hidden Double Damage modifier. It's secreted away behind a stone wall near the skulls with the glowing red eyes.

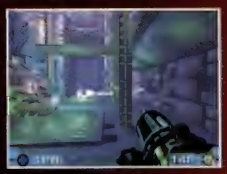
To open the wall and retrieve the Double Damage modifier, you just need to shoot the flimsy wall in front of the modifier. The wall opens slowly, and you can run in and grab the modifier.

If you're healthy, well-equipped, and quick on the trigger, you can rack up a number of kills by running around the bottom. It's easy to get obliterated quickly, so minimize your time down here.

Hot Spots



The entire bottom is one big hot spot, but the corner with the Bio-Rifle is particularly nasty. This area has a great deal of traffic, and you often find players (especially Bots) waiting here.



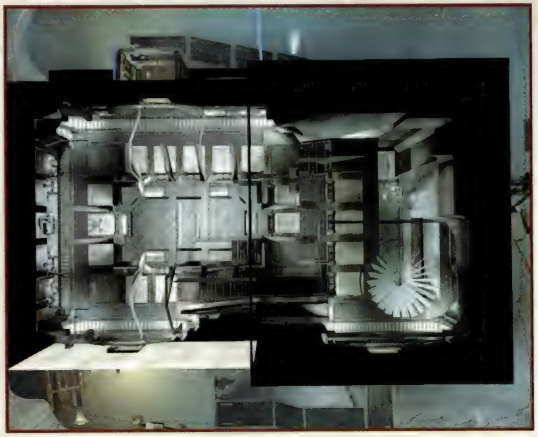
Hanging around the top or bottom of an elevator is a good way to pick off opponents, but you're pressing your luck in these high-traffic areas. Your foes will catch on to the fact that they need to keep their Flak Cannon handy while riding elevators.

Another hot spot is the small room with the Flak Cannon. This room has a half-dozen openings into it and the Flak Cannon is one of the most desirable weapons for this level.

After picking up the Flak Cannon, head into the alcove under the stairs to pick up the Shield Pack +50. Hang out here for a bit. You are well-hidden, so pick up Shield Packs as they respawn and pick off opponents whose shadows you see on the floor.

Be forewarned: One well-placed rocket, grenade, or Shock Combo can quickly spoil your plans. You have no chance to dodge, and it won't take long for your opponents to figure out you're lurking down there.

Flux II



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Double Damage, Health Vial +5, Health Pack +25, Shield Pack +50

Deep in the ice chasms of the Hollis Expanse, an abandoned supply depot becomes host to a game of death. The winner rides out in style, while the losers enter cryostasis the hard way.

Level Overview

Flux II is a large level, but the layout is simple. It's a big rectangular structure set in an ice chasm, surrounded by snowy wasteland and impassable ice walls on every side. The action is fast and furious. Flux II boasts an abundance of hiding spots, but the entire map is too open for you to remain still for long.

Interior

The large supply depot in the center occupies most of the space. It also contains most of the weapons in the level, including the Bio-Rifle, the Link Gun, the Minigun, and the Shock Rifle. Items available in the depot include a few Health Vials +5 and several Health Packs +25. Powered-up players should stick to the interior, where weapons, ammo, and Health Packs can be found.

On one side of the bottom floor of the depot is a killer hot spot. On the other is an elevator that takes you from the ground floor to the top—an excellent way to ambush an enemy lurking on the platforms above, waiting to pick you off when you run up a ramp toward them.

Hot Spots

Every doorway is a potential hot spot. They all see frequent use by players looking to run outside for a quick Adrenaline boost or competitors running inside for the Health Packs.

Hot Spots (cont'd)

The area inside the supply depot near the Minigun is especially brutal. Three doorways, two Health Packs +25, and the Minigun make this a heavily trafficked area with valuable items.

Exterior

The exterior is a thin strip of snow sandwiched between the supply depot and the high walls of the chasm. Out here, you will find the Rocket Launcher, the Lightning Gun, and the Flak Cannon, three of the best weapons available in Flux II. Six doors in the supply depot lead to the exterior.

A Shield Pack +50 sits in one corner of the level. Health Vials +5 and Adrenaline capsules are scattered around the perimeter of the supply depot. These power-ups make the outside of the level a good place to start after respawning. Not only can you find some of the best weapons out here, you also can raise your health above 100 points and pick up shields and Adrenaline—all handy when you enter the supply depot, where most of the action takes place.

A Double Damage modifier floats above a high platform in a corner. It's difficult to reach, but doing twice as much damage on a fast and open level is a huge benefit.

To reach the platform with the Double Damage modifier, run up the ramp on the adjacent platform (which has a Lightning Gun) and execute a perfectly timed Shield Gun jump.

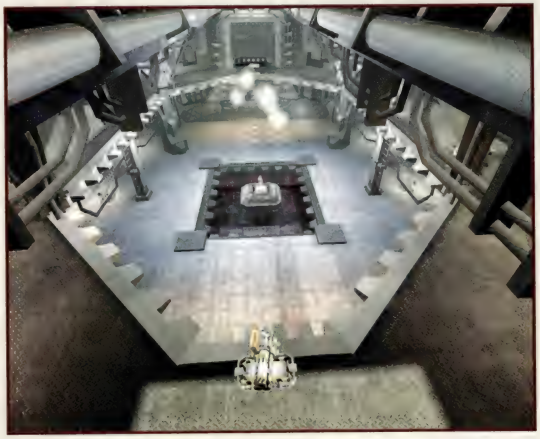
As you start running up the ramp, look down and charge your Shield Gun. Simultaneously release the fire button and jump as you reach the corner of the platform to soar onto the modifier.

It's easier to reach the Double Damage platform if you have the LowGrav Mutator enabled or are charged up with Speed Adrenaline Combo, but it's not impossible to do under normal conditions. Make sure you have plenty of health and shields. You take damage from the Shield Gun jump, and it may take a few tries to execute it properly.

Campsite

One of the best campsites in the level is the platform with the Double Damage modifier. Because you need to Shield Gun jump off the platform with the Lightning Gun to reach the Double Damage modifier, don't leap for the Double Damage immediately. Camp with the Lightning Gun for a bit. When you're ready to rumble again, pick up the Double Damage and equip the Minigun or Flak Cannon.

Gael



Weapons Available: Assault Rifle, Lightning Gun, Rocket Launcher, Shield Gun

Items Available: Big Keg o' Health +100, Double Damage, Super Shield Pack +100

Nowhere to run. Nowhere to hide. Deathmatch up close and personal.

Level Overview

Gael is one of the smallest and fastest levels in *UT2003*. The map is an arena with an elevator at either end that takes you up to a catwalk that runs around the perimeter. Gael has no good spots to camp and take a breather—the entire level is a hot spot.

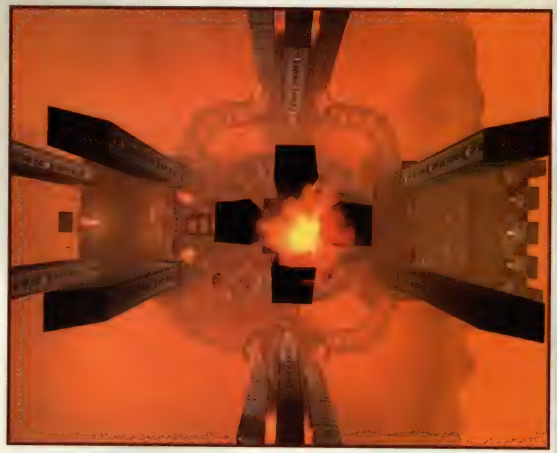
The bottom floor has a Rocket Launcher on either side and a spawning pad for one of three random items (Double Damage, Big Keg o' Health +100, or Super Shield Pack +100) in the center. It's cruel irony that the only way you can replenish your health is to run into the center of the killing fields. Even worse, the spawning pad is in the center of a giant pit, so if you just try to run onto it, you die a messy death.

At either end of the ground floor, an elevator takes you up to the catwalk. Lightning Guns are available in front of each elevator.

The catwalk has two Rocket Launchers, one in front of each elevator, and a clear view of most of the ground floor. You won't have time to line up a shot with your Lightning Gun's scope in this frantic level, but the catwalk is the perfect place to pick off opponents with the Lightning Gun.

The only strategy for Gael involves dodging like a maniac, firing quickly and accurately, and keeping your health and ammo high. Prepare for a sore wrist: You won't get a moment's rest from the time the match starts until the final score is shown.

Inferno



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Big Keg o' Health +100, Health Pack +25, Shield Pack +50, Super Shield Pack +100

Paradiso. Purgatorio. Inferno. Those who have fallen from grace have little more to look forward to than an eternity of torment among fire and brimstone. They, and the soulless creations of the automata, will seek to destroy you and claw their way back to glory. Your job is to send them to hell.

Level Overview

Inferno is an impressive, intimidating level. It is composed of one large tower encircled by four smaller towers. After you start running around on it, you'll see that there is little surface area in the arena—just a lot of long narrow pathways with plenty of weapon and item pickups.

A long grated catwalk encircles the large tower, passing through each of the four smaller towers. Along this catwalk, pick up plenty of Adrenaline. If you run around the catwalk, the items will respawn by the time you get back to them—assuming that your opponents don't beat you there.

On the inside of the catwalk arc, two of the smaller towers have paths that lead to elevators that take you to the large tower. One of these towers has the Shock Rifle; the other has the Rocket Launcher.

The other two small towers have winding staircases on the outside of the catwalk arc, and these contain Health Packs +25 and ammunition. You will find the Flak Cannon at the top of one of these staircases and the Minigun at the top of the other. A teleportation portal appears near the Health Pack in each, and it transports you to the upper part of the level.

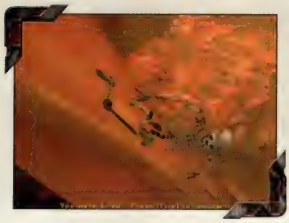
The stairs in each tower lead to another circular catwalk that runs around the large tower in the center. Head up any of the three staircases on the inside of the catwalk to reach the Link Gun, a Shield Pack +50, and an elevator that leads to the top of the large tower.

Drop off this catwalk onto a platform near one of the smaller towers that contains a Super Shield Pack +100.

At the top of the large tower is an open area with the Lightning Gun and a Big Keg o' Health +100. Dual staircases lead up to a narrow ledge that runs around the top of the tower. This ledge is one giant camping opportunity. Jump onto it carefully and walk around to get an amazing view of the entire level.

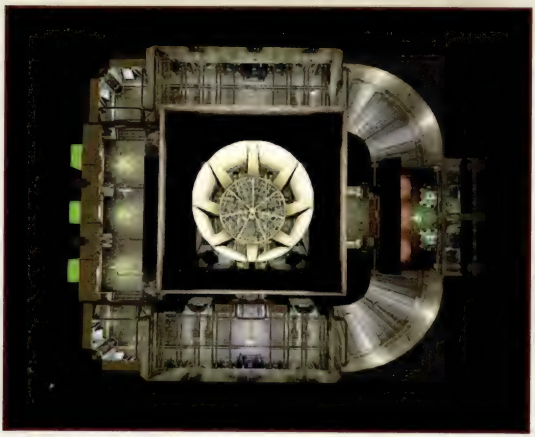
On the side of the upper large tower opposite the Lighting Gun and Keg o' Health is another open plateau. This one has a Health Pack +25 and the Bio-Rifle, as well as the other end of the teleportation portals in the lower side towers.

Hot spots in this level include the catwalks (they must be used to cross from one tower to the next), as well as the elevators that run up and down the central tower.



Speaking of hot spots, stay out of the lava and away from the flames. Both will severely hurt you. And it goes without saying that you should make every attempt to avoid falling off the level or dropping from a great height.

Insidious



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Big Keg o' Health +100, Health Pack +25, Shield Pack +50

Step into the dark underworld of the Inquisition, where the ghosts of the innocent are your only companions.

Level Overview

Insidious is a small level designed for high-speed dogfights and itchy trigger fingers. A wide circular corridor makes up the bulk of the level. Two pathways extend out from the inside of the arc of the corridor, overlapping in the center.

In the circular corridor, you can pick up the Bio-Rifle, the Flak Cannon, the Shock Rifle, a Big Keg o' Health +100, and a Shield Pack +50. This is the hottest hot spot in the level, especially in the area with the Big Keg o' Health +100, since everyone wants to get their hands on it.

Along the lower pathway that extends across the center of the level, you can pick up a Minigun and some Adrenaline. Be careful not to fall off the lower pathway. If you do, you die instantly when the giant fan blade below chops you into bite-sized chunks.

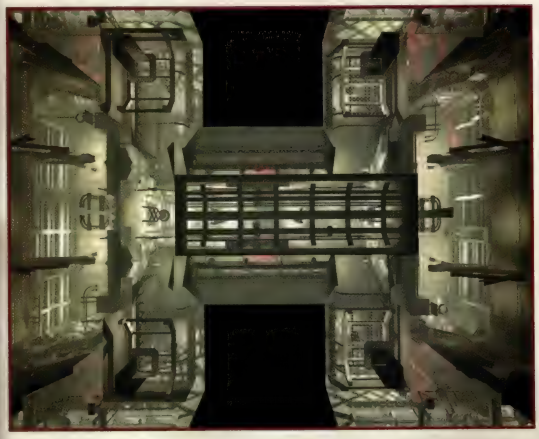
The Rocket Launcher sits in the center of the upper pathway that crosses the level, with a Health Pack +25 on either side of it. Run up the chains that extend from the sides of the pathway if you want.

There are no great camping spots in this small, open level, but leap onto the narrow girders on either side of the upper pathway to get out of the flow of traffic and pick off a few unready foes.

Tiny Bubbles

On either side of the Shield Pack +50 are tanks filled with a bubbling liquid. Approach the one to the right of the Shield Pack to see the humanoid creature inside freak out and start banging on the glass. A torture victim, a genetic experiment, or the remains of the last competitor to set foot in Insidious? Perhaps it's all of the above. Pray you never find out.

Leviathan



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Health Pack +25, Shield Pack +50

They say, "Keep your friends close and your enemies closer." You won't find any friends here, so reach out and touch someone.

Level Overview

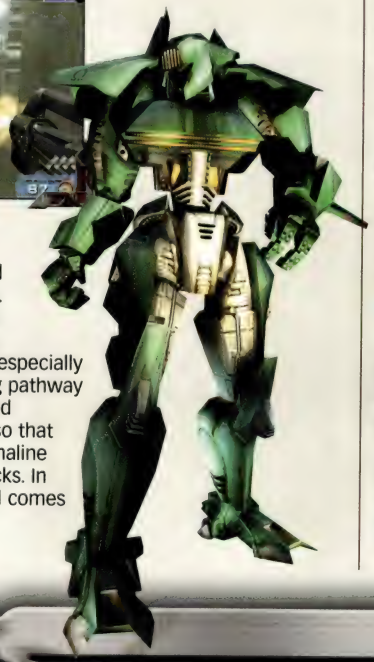
Despite its gargantuan name, Leviathan is another small, intense level like Insidious. Two main areas are on the map: a rectangular pathway that runs around the perimeter and a narrow open room in the center.

The pathway encircles the narrow open room. Along this pathway, pick up the Shock Rifle, the Bio-Rifle, the Rocket Launcher, the Flak Cannon, and the Lightning Gun.

In all four corners of the rectangular pathway, three Adrenaline capsules float above ramps that continue the pathway above the floor of the center room.

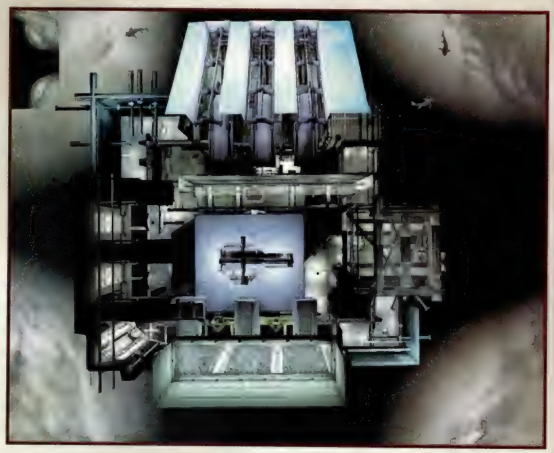
While running on the elevated pathway above the center room, you can jump down into the room, jump across to the pathway along the other side of the room, or circle the room on the pathway.

At each of the room's narrower ends, a door leads from the pathway into the center room. Inside, you'll find the Minigun, the Link Gun, a Health Pack +25, and a Shield Pack +50.



Like other small Deathmatch levels, Leviathan doesn't lend itself to fancy strategy. Your success depends mainly on skill. Hiding around blind corners (especially under the overhanging pathway in the center room) and collecting Adrenaline so that you can perform Adrenaline Combos are handy tricks. In the end, however, it all comes down to you.

Oceanic



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Health Pack +25

Beneath the ice packs of the Thracian Sea, Oceanic Power Station works ceaselessly to provide the nearby coastline with a virtually endless supply of fusion energy. But for those who do battle in the corridors beneath the ice, only victory staves off the chill touch of defeat.

Level Overview

Oceanic is a small, fast map made up of corridors, catwalks, and few open spaces. It is divided into three sections: a small recessed area at the bottom of the center of the map, an elevated winding corridor that surrounds the recessed area, and a catwalk that runs above the floor of the corridor.

In the recessed area, you can pick up the Rocket Launcher and a Health Pack +25. There are two ramps and a small elevator that lead up to the corridor.

The Bio-Rifle, the Link Gun, and the Shock Rifle can be found in the corridor. There is an elevator near the Shock Rifle in a corner of the level that takes you up to the catwalk. You can also reach the catwalk via a jump pad in the corner near the Bio-Rifle, or by ascending the ramp in the center of the arena.

Along the catwalk are the Minigun, the Flak Cannon, and two Health Packs +25.

Although Oceanic is small, it's easy to miss enemies if you continually run around the level. Gather weapons and ammo, and then pause around corners to pick off your foes as they run by. Don't wait too long; continue running if you don't see anyone after a few seconds.

The catwalk is a relatively safe place to be, as you can always drop down to the corridor if the action gets too intense. However, in a small level such as this, there really aren't any safe places to hide.

Phobos Moon 2

Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Ion Painter

Items Available: Adrenaline, Double Damage, Health Pack +25, Big Keg o' Health +100, Health Vial +5, Shield Pack +50, Shield Pack +100

After the first of the Phobos Moon orbital arenas was decommissioned and scrapped, its successor was launched to considerable fanfare and quickly became a staple Deathmatch arena of the Tournament.

Level Overview

Phobos Moon 2 is one of the largest and most unique Deathmatch maps in *UT2003*. Built on a platform that orbits the moon of Phobos, this expansive arena has every weapon and item you could ask for, and a gravity field that gets weaker as you go up.

Gravity

At the ground floor of Phobos Moon 2, gravity is normal. However, as you near the top, the gravity weakens. At the top, you can leap tall obstacles in a single bound and reach areas that would not otherwise be accessible.

Variable gravity has two dangers. The first is that it is easy to overshoot your jumps at the top and leap into the vacuum of space, which kills you instantly.

The second danger is getting used to the weaker gravity at the top and forgetting that gravity is at full force at the bottom. If you leap off the top expecting to float gently to the floor, you're in for a rude awakening: As you fall, gravity increases. If you fall all the way to the bottom, you suffer a moderate amount of damage.

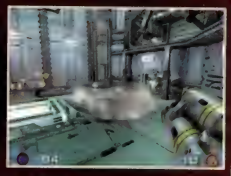
Ground Floor

The bottom of the arena consists of several wide-open areas connected by a series of tunnels, pathways, and ditches. Phobos Moon 2's ground floor holds most of the available weapons in the level—the Link Gun, the Minigun, the Bio-Rifle, the Flak Cannon, and the Rocket Launcher.

You can also find lots of Adrenaline, several Health Packs +25, a Shield Pack +100, and enough Health Vials +5 to choke a horse. Explore the passageways leading away from the central area to find them all. The ground floor should be used for weapon and item collection; the higher areas are more strategic in terms of combat.

One of the most valuable pick-ups at the bottom is the Double Damage modifier, located on a small ledge in a large, open area—a hot spot, naturally. Take the short set of stairs next to the Rocket Launcher to reach it, or use the jump pad in the open area to hop up. After you pick it up, it may respawn as a Big Keg o' Health +100 or a Super Shield Pack +100.

Hot Spots



The biggest, nastiest hot spot in the arena is the huge open area in the center. Not only is the entire area visible from many points in the level, but it's also jam-packed with valuable goodies (like the Double Damage modifier).

Hot Spots

The area sees the most traffic. Most of the corridors run to and from this vast column of open space; you're practically guaranteed to find an enemy every time you enter. Most of the level's best campsites look directly down into this area.

Another tough place to find yourself is in the other large open area at the bottom. The L-shaped trench at the bottom contains several Health Vials +5 and a Health Pack +25, but the only way to leave is to jump off the purple jump pad at one end. It's easy to get pinned down in this trench, with nowhere to run or hide.

Clever players can use a couple of platforms above this area to fire down at enemies on the floor. If you're planning to hang out in this area, use the large pillars as cover, or you'll wind up as a pizza topping in no time.

Movin' on Up

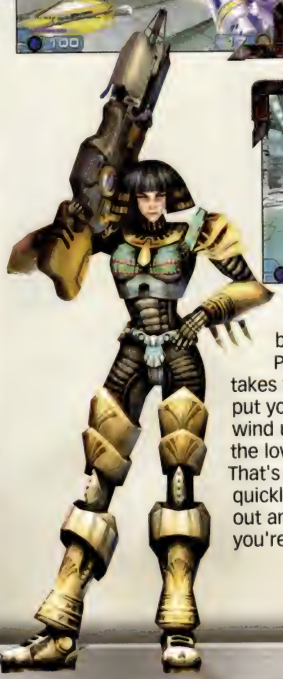
You can reach higher levels in one of three ways. The first is to run or jump onto a purple jump pad, which propels you onto higher levels. The second is to ride one of two elevators, neither of which can be entered through the large open area in the arena's center. Third, run up the set of stairs near the Minigun.

Along the corridors and plateaus that line the middle part of the level, you can find the Lightning Gun, two Shock Rifles, several Health Packs +25, a handful of Health Vials +25 and Adrenaline capsules, and a Shield Pack +50. Again, be sure to explore them thoroughly and learn the layout.

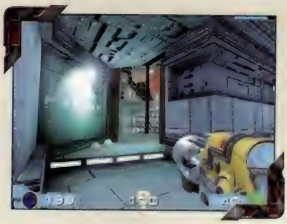
As you get higher up the sides of the center, you can pick up another Rocket Launcher, another Lightning Gun, and a Big Keg o' Health +100.

Reach for the Stars

There are several ways to get to the top of Phobos Moon 2, where the gravity is weaker.



The fenced-in elevator between the two Health Packs +25 and the Shock Rifle takes you to the top, but it doesn't put you in strategic position. You wind up in a wide-open space at the lower end of the top area. That's not a problem if you move quickly, but if an enemy is camping out and covering the elevator, you're in trouble.

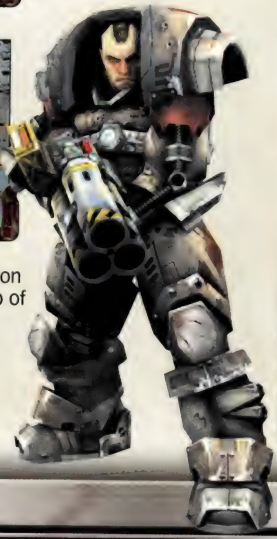


Another fenced-in elevator is near the line of Health Vials +5 just past the Rocket Launcher and the Big Keg o' Health +100 in the upper middle part of the level. This elevator takes you up to the roof of the building at the top, where the Ion Painter awaits. Getting taken right to the most powerful weapon in the game is a huge strategic advantage.

Take the platform elevator near one of the Lightning Guns. This goes all the way up to the top of the highest structure in the level, a giant tower that looms over the rest of the arena. From here, you can jump down to the Ion Painter or just about any other location on the map. Watch out for that zero-gravity effect.

Top

The top is the most strategically important area in the level. It has several powerful pick-ups, including a Double Damage modifier, two Health Packs +25, a Shield Pack +100, and several Health Vials +5.



The biggest and baddest weapon in the game is found at the top of the arena. The Ion Painter sits atop a structure in one corner. There are three ways to reach the Ion Painter.

Take the elevator that leads up to the Ion Painter.

Take the elevator to the top of the tallest tower at the highest point and jump down to the Ion Painter.

Leap onto the exterior wall of the level and run around it until you can jump up to the structure with the Ion Painter.

When using the Ion Painter, aim for the bottom of the level. Its field of fire is so powerful that you will be caught in the blast if you're not careful.

Campsites

The best campsites are in the middle and at the top. Two are found near the Lightning Guns. Stand in the two large windows near one of the Lightning Guns to get a full view of the open column of space in the center.

Campsites (cont'd)

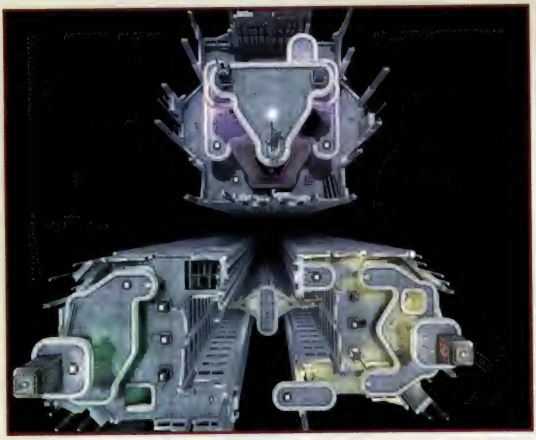
After getting the other Lightning Gun, run through the door to camp above the other large open area on the ground floor. Pick off enemies as they run into the room for the Link Gun.

Run onto the platform elevator near the Lightning Gun to ride all the way up to the level's highest point. From here, you can cover almost the entire center of the level.

Jump from the top of the level onto any of the grated awnings above most of the higher doorways. These allow you to see most of the central area, and plug anyone who runs through the door.

The roofs of any structures along the top are prime sniping real estate. Now that you know how vulnerable players are when they run through the open area in the center, take pains to minimize your exposure in this area.

Plunge



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Redeemer, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Big Keg o'Health +100, Health Pack +25, Health Vial +5, Super Shield Pack +100

Level Overview

Plunge is a low-gravity arena made up of three ruined skyscraper-like structures. Each is color-coded purple, yellow, or green. Scattered around the arena are square jump pads, also color-coded purple, yellow, or green. The secret to successfully leaping from building to building is to use the jump pads to reach the buildings that share the same color.

If you try to leap from a green jump pad to the yellow building, you'll probably find that you don't have the right angle or height to complete the jump. If you fall off a building, you die instantly, no matter how much Health or Shield energy you had.

Purple Tower

The purple tower has three levels. The lowest level contains the Flak Cannon and two purple jump pads that propel you up to the middle level.

The middle level of the purple tower has the Shock Rifle, the Minigun, 10 Health Vials +5, and two purple jump pads that send you to the upper level.

There is also a ramp pointing towards the yellow tower on the middle level. If you run up this ramp and execute a perfectly timed double jump at the end of it, you can make the leap. Otherwise, you fall to your death.

The purple tower's upper level has several Adrenaline capsules and two purple jump pads that send you up to small platforms above the upper level. It also has a green jump pad and a yellow jump pad, which are used to reach the green and yellow towers, respectively.

On one of the platforms above the purple tower's upper level is the Link Gun, and on the platform above that are three Health Vials +5 and a Big Keg o' Health +100.

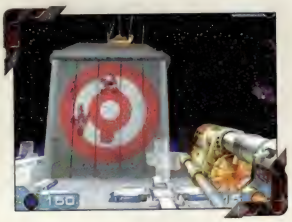
Yellow Tower

The lowest level of the yellow tower is completely enclosed except for two ramps that lead up to the middle level of the tower. There are no item or weapon pickups in the lowest level of the yellow tower.

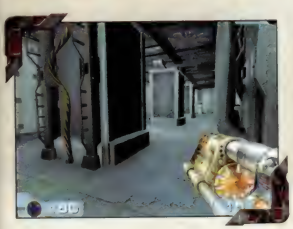
The middle level of the yellow tower contains another Shock Rifle and a few Adrenaline capsules. There is a yellow jump pad that sends you up to the higher level of the tower and a green jump pad that sends you to the green tower.

The upper level of the yellow tower has a Rocket Launcher on it. You can leap off of either end of it to reach one of two yellow platforms. On one of these platforms is a purple jump pad that sends you to the purple tower, and on the other is a green jump pad that sends you to the green tower.

Above the upper level of the yellow tower is a small platform that you can only reach with a stellar Shield Gun jump, a good double-jump from the aforementioned yellow platforms, or by being launched from a jump pad on the green tower. This platform has two Health Packs +25 and a Super Shield Pack +100.



Green Tower



Like the yellow tower, the lowest level of the green tower is completely enclosed and has no weapon or item pickups in it. Use either of the two ramps in it to reach the middle level of the green tower.

The middle level of the green tower has a Shock Rifle and several Adrenaline capsules in it. It also has a yellow jump pad that sends you to the platform above the higher level of the yellow tower if you run into it. The two green jump pads on the middle level of the green tower send you to the upper level of the green tower.

On the upper level of the green tower is a Health Pack +25 and a purple jump pad that sends you to the purple tower.

To reach the platform above the upper level of the green tower, you need to jump carefully from either of the green jump pads on the middle level of the green tower. On this upper platform is a yellow jump pad that sends you to the yellow tower and the Redeemer.

On top of some ruined girders at one end of the green tower is a Lighting Gun. The Lighting Gun's location is an excellent sniper spot.

Between the green and yellow towers is a small platform with two Health Packs +25 on it, as well as yellow and green jump pads and the Bio-Rifle.

Strategy

There's a reason you're given three Shock Rifles in this level: They're the best weapons for the job. They fire quickly and in a straight line, which is handy when you're soaring through the air in a lazy, low-grav jump. They also pack quite a wallop.

Keeping yourself in motion is as good an idea on Plunge as it is in any other level, but beware of foes who will shoot you out of the sky while you're between buildings. One well-placed rocket stops your momentum and sends you plummeting to your death. Of course, they don't get credit for the kill, but it doesn't help you at all.

Finally, when using the Redeemer, aim for the middle level of a tower other than the one that you're on, and line up your shot carefully. It's very easy to fire the Redeemer rocket into the void, where it won't explode.

Serpentine

Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Big Keg o' Health +100, Double Damage, Health Pack +25, Health Vial +5, Super Shield Pack +100

The crypt maze of the Serpentine Temple, home of the Scaled God Rec. Once considered a sacred crypt, now the corporeal vessels of past heroes have been excavated. It's time to replace them with new sacrifices.

Level Overview

Serpentine is a small yet intricate arena with too many nooks and crannies for you to remain still for long. It is broken up into three parts: the ground floor maze for which the level is named, a narrow catwalk that runs around the perimeter of the arena, and a broader catwalk high above the ground that spans the center of the map.

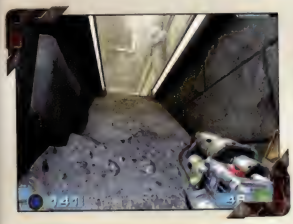
Maze

On the floor of the level (the "roof" of the maze), you can pick up one of two Miniguns in opposite corners of the arena. In the center of the arena is a spawning point for a random item: a Double Damage modifier, a Health Pack +25, a Big Keg o' Health +100, or a Super Shield Pack +100.

The maze itself is easy to get lost in, despite its small size. There are two of each of the following weapons on opposite sides of the maze: Rocket Launcher, Flak Cannon, and Lightning Gun.

Running through the center of the maze is a line of 12 Health Packs +5. This is an excellent way to quickly replenish Health, or to push it up to the 199-point maximum.

There are only two exits from the maze, once you fall or jump into it. The first is to take one of two elevators on opposite sides of the maze, right near the Flak Cannons. These elevators take you up to the upper catwalk (see "Upper Catwalk").



The second exit from the maze is to run up one of two ramps, also on opposite sides of the arena. They are directly behind the Lightning Guns. These ramps bring you back to the ground floor of the level.

Lower Catwalk

To reach the lower catwalk, which runs along the perimeter of the arena, simply run up one of the two ramps leading up from the floor of the arena near the Miniguns.

Along this catwalk, you can pick up 12 Adrenaline capsules and one of two Link Guns. Leave the catwalk by running or jumping down the ramps.

Upper Catwalk

The only way to get to the upper catwalk, which runs across the middle of the level, high above the ground, you need to take the elevators at either end of the maze.

The upper catwalk has two Shock Rifles on it, one at either end. It also has four Adrenaline capsules in the middle of the arena. You can use the circular hole in the middle of the catwalk to snipe at enemies or fall back down to the floor.

Strategy

First of all, you're given two of just about every weapon in the game, but it's important to know when and where to use them. Ironically, the three weapons provided in the maze (Flak Cannon, Lightning Gun, and Rocket Launcher) are not all that useful in the maze. The Flak Cannon has too much ricochet, the Rocket Launcher does splash damage, and the Lightning Gun is best used from a distance, with the scope.

The Minigun and Link Gun work best in the maze. The Lightning Gun and Shock Rifle are best used on one of the catwalks. All other weapons find their marks best when used on the floor of the arena.

Also, learn how to negotiate the maze quickly. Memorize locations. When you reach the line of Health Vials (the only long straightaway in the maze), you know you're in the center. Memorize how to reach the ramps and the elevators, and you'll save yourself a lot of trouble.

While on the floor of the arena, use your Flak Cannon, Assault Rifle grenades, and Rocket Launcher to fire down at the poor suckers running around like rats in a...well, maze.

Stay out of the maze as much as possible. It's too easy to get pinned down and too hard to see what's going on around you. Make good use of the sniper hole in the upper catwalk, as well as the alcoves on either side of the floor of the arena.

Tokara Forest

Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Double Damage, Health Pack +25, Big Keg o' Health +100, Health Vial +5, Shield Pack +100

Tokara Forest, where the emerald blood of ancient trees flows as freely as the scarlet blood of young warriors.

Level Overview

Tokara Forest is one of the largest arenas in *UT2003*, and it is designed for mass numbers of players. The entire level has low gravity, which means you can jump to great heights with ease and fall fantastic distances without so much as twisting an ankle.

Tokara Forest has two main areas: the pathways that wind between the trees and the forest floor. Large blue jump pads are scattered around the level; jumping or running onto one propels you high into the air.

The forest floor holds the Bio-Rifle, two Flak Cannons, a Shock Rifle, several Adrenaline capsules, a couple of Health Packs +25, and many Health Vials +5. A Shield Pack +100 sits in the middle of the forest floor. Get to the upper parts by running up the ramp of the pathway or using a jump pad.

Above the forest floor, along the pathways and other structures that run between the trees, pick up a couple of Rocket Launchers, a Shock Rifle, a Big Keg o' Health +100, Health Vials +5, and a Double Damage modifier.

At the very top of the level are the Link Gun, the Lightning Gun, a Minigun, another Shock Rifle, a Health Pack +25, more Health Vials +5, and several Adrenaline capsules.

The best weapons to use in this level are the Lightning Gun (because of the countless sniping opportunities) and the Rocket Launcher. Thanks to low gravity, you can fire rockets at your opponents' feet, launching them into the air. As long as they're airborne, they're out of control—and you can juggle them as long as you want, if your aim is true.

Movement

You can't run blindly in Tokara Forest. It's so huge that you could run for minutes at a time without running into an enemy. It's also so open that anyone with a good camping position and a Lightning Gun can pick off distant enemies. Listen for gunfire, and watch for shock and lightning beams, then chase down your opponents.

Get used to looking in all directions frequently, and move on enemies as soon as you see them.

Be sure to vary your vertical position frequently as well. If you are at the top, drop off the walkway at any point without fear of damage. Land on one of the jump pads to soar into the air.

The only drawback to low gravity is that you have little control over your falls. An enemy, especially one with the Lightning gun, can lead you while aiming and pick you off as you fall or jump.

If you're lucky enough to see someone firing at you, be sure to return the favor before they kill you. You might not be able to take them out, but you can at least make it hot enough for them that they won't want to stand still and pick you off.

Avoid spending a lot of time on the forest floor. It is so vast and open that you can be picked off from a great distance without seeing who hit you. Make good use of the jump pads to leave the forest floor after picking up weapons and items and get back up to the pathways, where you have much more control over your vertical position.

Training Day

Weapons Available: Assault Rifle, Flak Cannon, Lighting Gun, Minigun, Rocket Launcher, Shield Gun

Items Available: Adrenaline, Health Pack +25

Simple, flat, and chock full of weapons and ammunition. Perfect for your first humiliation in the Tournament.

Level Overview

Training Day is a very simple level designed as a quick and dirty tutorial in the art of killing for sport. It has a very basic figure-eight design, with a wide hallway connecting the two narrow loops on either side of the arena.

In one of the loops, you can find the Lighting Gun. In the other, the Rocket Launcher is available for pickup.

You can get the Minigun and Flak Cannon from the central hallway, as well as a Health Pack +25 and several Adrenaline capsules. Watch out for the small gaps in the floor near the loops; falling into one kills you instantly.

The best weapons for this close-quarters level are the Flak Cannon and the Minigun, both of which require you to run out into the open hallway between the two loops. This area is a huge hot spot, as it's the only long straightaway in the level.

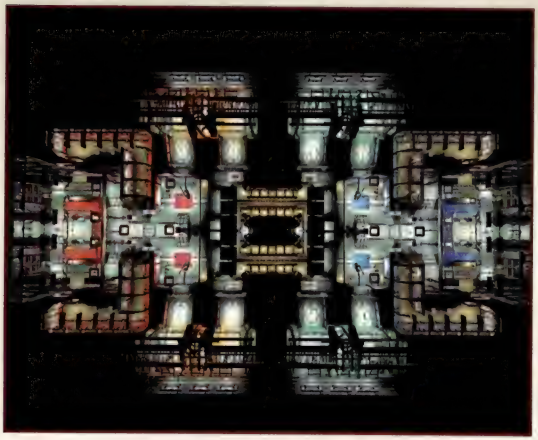
The Lightning Gun is a great weapon, but only if you can "fire from the hip" (not use the scope) with great accuracy. You won't have time to line up headshots. Similarly, the Rocket Launcher is as devastating as ever, but its rate of fire is too slow compared to the Minigun and Flak Cannon.

Don't forget about the often-overlooked Shield Gun either. Build up a full charge while hiding in one of the loops, and run straight into an enemy when they come to find you to kill them instantly.

The action is ridiculously fast and furious in Training Day. Stay out of the center of the hallway, duck around corners for cover, and don't stop shooting until the match is over.

Capture the Flag Levels

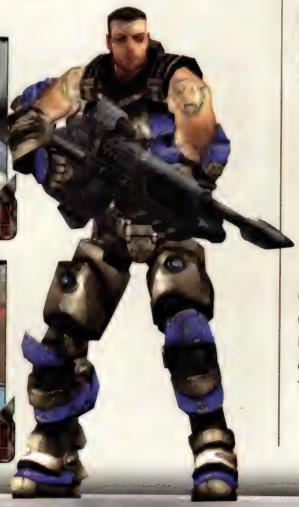
Chrome



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Flags (red and blue), Health Pack +25, Shield Pack +50

A recent addition to the Tournaments, this arena has yet to be fouled by the rusted brown of dried blood or the carbon black of scorch marks. Let us welcome you to be the first to christen it.



Level Overview

The red and blue bases in Chrome are identical, so the following description works for either team's headquarters. Each base consists of a large hall, a catwalk, and two side hallways.

NOTE

The red base has a warm, reddish color scheme, and has the team's logo posted near the doorways to the base. The blue base has a cooler, bluish color scheme with the blue team's logo next to the doors to the base.

Hall

The main part of each base is a giant hall with an elevated catwalk in the middle. Doorways at either end of the hall, opposite the flag, lead into the area that separates the bases.

On the ground at the front of the hall (the section nearest the enemy base) are the Lightning Gun and the Bio-Rifle.

On the ground at the rear of the hall, underneath the team flag, are several Adrenaline capsules and a Shield Pack +50.

An elevator at the rear and a jump pad in the center take you up to the catwalk. You can also climb the catwalk ramps at the front of the base.

Catwalk

The middle of each base is dominated by an elevated series of platforms and catwalks. A Health Pack +25 is on the catwalk.

The most important item on the catwalk is the team flag, at the rear. Doors on either side of the catwalk lead to second-floor hallways.

Hallways

Enter the doors on either side of the catwalk to reach two L-shaped hallways. One contains a Minigun, the other has a Link Gun.

Near the weapons in each hallway, giant windows look out over the hall. You can jump through the windows to return quickly to the catwalk rather than run all the way around. These windows are also excellent camping spots for players on defense.

Between the Bases

The bases are separated by small outer halls on either side that lead into a large, neutral room.

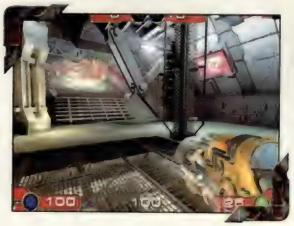
Outer Halls

On either side of the front of each team's base, a doorway leads to a small outer hall with two doorways. One doorway leads to the team base; the other leads to the neutral area between the bases.

Between the doors in each outer hall is a pillar of energy, reflecting the color of the team's base that it is connected to.

In one of the halls is a Rocket Launcher; the other contains a Flak Cannon.

Neutral Room



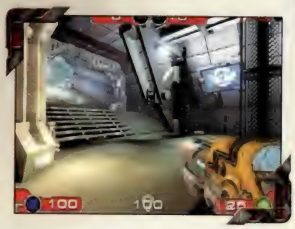
The large rectangular room between the outer halls of each team's base has four corner doorways. Two lead to the red base, and two to the blue base.

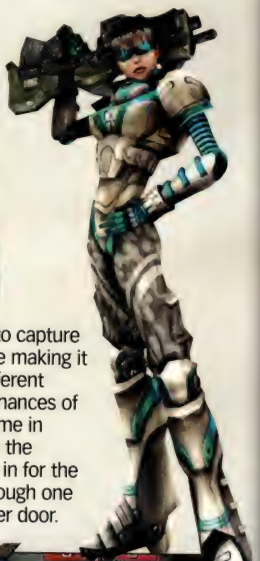
On each side of the room is the logo of the team whose base lies beyond the neutral room. These help keep you from getting lost: If you want to head to the red base, run through a door near the red red logo.

In the middle of each end of the room are a Shock Rifle and a Health Pack +25 on a small platform. The easiest way to get the Health Pack is to double-jump up to it.

Game Plan

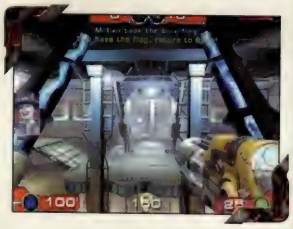
Offense





Send at least two team members to capture the enemy flag. The chances of one making it are better if they enter through different sides of the enemy base, but the chances of both surviving are better if they come in through the same door. If you have the manpower, send a third teammate in for the flag. Two teammates can enter through one door and the third through the other door.

Your team can reach the enemy flag in three ways: Run up onto the catwalk and run the length of it until you grab the flag, run along the ground to the rear of the catwalk and take the elevator up to the flag, or use your Translocator to get there instantly.



Once you have the flag, quickly determine if more enemies await on the catwalk or on the ground, and choose the path of least resistance. If you are running along the ground, stay close to the catwalk as possible to avoid getting shot from above, and beat feet back to your own flag to score the point.

Defense

Posting a defensive player on the inside of each doorway that leads into your base is a good plan if you have two free players.

One of the best defensive positions is in the hallway that branches off from the catwalk and overlooks the base. Camp up there with a Lightning Gun trained on your flag and pop any enemy who tries to take it.

Make sure your defensive players help themselves to the Adrenaline and Shield Pack at the rear of the base. With superior defense and surprise attacks, you should be able to hold your base against all comers.

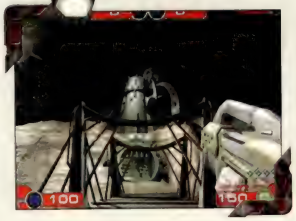
Citadel

Weapons Available: Assault Rifle, Bio-Rifle, Lightning Gun, Minigun, Redeemer, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Flags (red and blue), Health Pack +25, Health Vial +5, Shield Pack +100

Level Overview

The bases in Citadel are tall towers with three entrances and four exits. They are separated by a vast crevasse spanned by three bridges. The bases are identical, so the following description applies to both.



Interior

As you face the enemy base from inside your own, your team flag is at the rear of your base.

At the front of the base are a Bio-Rifle and a teleport chamber. To the right and left, two doorways lead outside. The pathways beyond the doorways take you to the left and right bridges that cross the pit between the bases.

Entering the teleport chamber transports you directly to the egg-shaped teleport chamber on the roof of your base.

Your forward momentum from teleporting causes you to step down onto the platform in front of the chamber, which holds a Lightning Gun and a Shield Pack +100.

From here, the only place to go is down. Turn around and back off the platform, moving forward as you fall to slow your descent and avoid taking damage. You can also use your Translocator to safely transport to the ground, but don't do it if you're carrying a flag, because flags don't translocate with you.

Exterior

Exiting your base via the left door on the ground floor takes you to a pathway leading to the left bridge across the chasm that separates the bases. Pick up two Health Packs +25 and a Shock Rifle in this area.

Heading through the right door on the ground floor of your base takes you across the right bridge. A Minigun is located in this area.

Behind the upper part of your base is a tunnel. You can drop through it and land almost directly on your flag, but you suffer slight damage from the fall. This is an excellent way to return the enemy flag to your base, but it's also a defensive liability because the enemy can do the same to you.

Behind your base, four rows of three Adrenaline capsules are lined up along the spires that project over empty space.

At the front and top of your base is the third and middle bridge over the chasm. Either run across this bridge or drop carefully off either side of the grassy plateau to land near the right or left bridges.

The middle bridge has 10 Health Vials +5 and Rocket Launchers at either end.

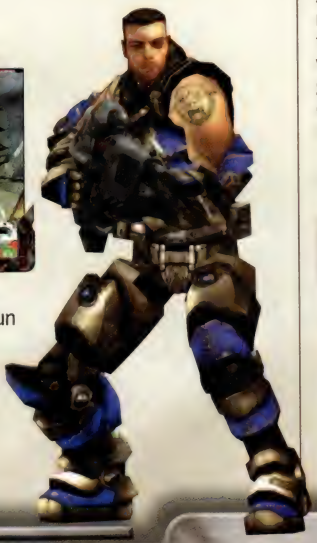
On top of one of the large spiked balls that float above the arena is a Big Keg 'o Health +100. You need to use your Translocator to reach it, and you may need to hop from ball to ball with the Translocator to get there.

On top of another ball is the Redeemer. You'll definitely need to do some fancy translocating to reach it.

Game Plan

Offense

There are two options for storming the enemy base: Run across a side bridge into the ground floor of the base, or take the elevated center bridge and drop down inside or outside the enemy base.



Dropping through the tunnel above the enemy flag is the quickest way to capture the flag. However, a savvy enemy with a Lightning Gun or Bio-Rifle who waits in front of the flag for you to try that will cut you to pieces before you take two steps with the flag.

Running into the enemy base via the side passages takes a little longer, but you have the added advantage of being able to lob a grenade or rocket into the base in case there's anyone waiting for you.

Once you have the flag, the quickest and safest way to return it is to teleport to the roof of the enemy base, run across the center bridge, and fall into your own base through the tunnel at the rear. Dodge like crazy while running across the bridge, or you'll hear the words "Head shot!" more often than you'd like.

You can also run along the sides of the arena to return the flag, but this takes longer and leaves you more exposed. It's a good backup plan if the enemy has the center bridge too well guarded.

Defense

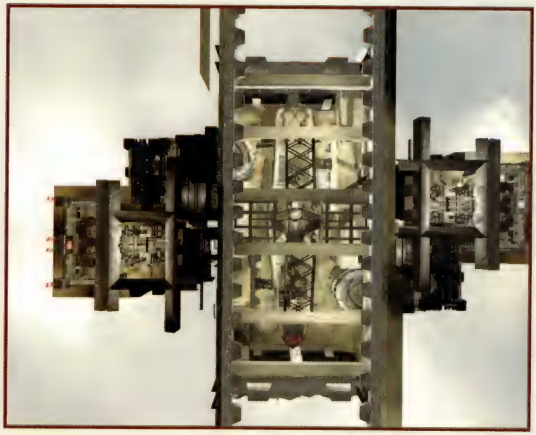
First things first: If you don't keep one defensive player on the roof of your base with a Lightning Gun at the ready, you're insane. This is the perfect place from which to pick off your foes.

Be careful about where you stand, however: If a player is waiting on the receiving teleport platform and another player goes through the teleporter, the first player dies instantly. Stand on the platform with the Lightning Gun and Shield Pack, not on the teleporter.

Guard the tunnel at the back of your base, too. It is the easiest way for an enemy to enter your base and steal your team's flag. Hide in the tall grass just beyond it, ready to shoot and pursue your opponents if they try to drop into your base.

If possible, keep a defensive player inside your base, standing in one of the front corners and facing toward the rear. This teammate can cover the flag, the tunnel, and both doorways. The tricky bit is watching all four at once.

December



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Flags (red and blue), Health Pack +25, Big Keg o' Health +100, Health Vial +5, Shield Pack +50, Shield Pack +100

Hidden away on the shores of a small South Pacific island, you will find the once great naval re-supply station code named December.

Level Overview

The bases are identical, consisting of a large room with the team flag and a labyrinth of small rooms and hallways that lead to a loading dock with a decommissioned battleship that sits between the two bases.

Interior

The flag area of each base has the Link Gun and two Health Packs +25 on the ground.

Running up the ramps on either side of the flag area leads to a row of Adrenaline capsules and the team flag.

Continue up the ramp to reach a small room with a Lightning Gun, a Bio-Rifle, and a Big Keg o' Health on the ground. A Shield Pack +50 floats above a crate; use your Translocator to reach it.

You can leave the room either by running back into the flag area or by translocating up to a tunnel in the wall near the Big Keg o' Health. This tunnel takes you into the labyrinth of rooms and corridors beyond the flag area.

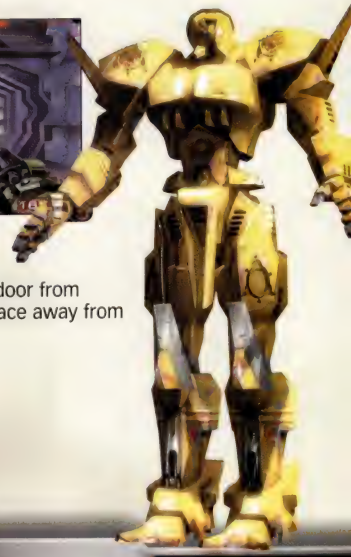
In this labyrinth (which you can reach through either of the steel doors at the bottom of the flag area or the tunnel near the Big Keg o' Health) are most of the weapons and items in the game. Ammunition for the various weapons is scattered around the area.

Near the entrance to the team base, a Shock Rifle hovers above a crate near a wall stencil that reads "Dock."

In this room that glows with the team color, head under the ramp to pick up the Minigun. Near the Minigun is an elevator shaft that leads all the way down to the lower entrance of the base.

In a small room near the Shock Rifle is a Health Pack +25. Going up the small set of stairs in this room leads you to a Flak Cannon.

A Rocket Launcher sits in a small room just beyond the right door from the flag area (as you face away from the flag).



Around the corner from the room with the large pumping pistons is a small room with a Link Gun, four Health Vials +5, and a Health Pack +25.

Head past the Health Vials to reach two good sniper posts. One overlooks the crate room holding the Shock Rifle and Health Vials.

The other looks out over the battleship in the center of the arena and contains a Lightning Gun and two Health Packs +25.

Exit the base by following the "Dock" stencils on the wall (running around the corner past the Shock Rifle atop the crate). You emerge on a landing. From here, jump into the dried-up dock between the two bases or run (or translocate) onto the battleship.

Battleship

From the landing outside the base, head straight to find a Health Pack +25 and a small diving hole that takes you directly into the dried-up dock between the bases.

You can also turn left and run up the ramp that leads onto the battleship. If you fall into the dried-up area between the battleship and a base, translocate to the base's landing, or enter the base through the lower entrance.

There is a Double Damage modifier on top of the battleship, as well as another ramp on the opposite corner of the ship that takes you to the other base.

If you run around under the battleship, you can find a Shield Pack +100 directly under the battleship. It comes in handy if you're making a run for the enemy flag, as you can expect heavy resistance.

Game Plan

Offense

December is easier to play on defense than on offense. You must know the floor plan of the arena. The rooms and corridors between the battleship and the flag area of each base are confusing.

TIP

The most direct route to the enemy's flag, from the entrance to the labyrinth of rooms and corridors, is to run straight in, turn left as the hallway turns, and go straight through the next two doors. When you see the giant pistons, turn left and run up the stairs between the pistons, and then take a right and go through the sliding steel doors that lead into the flag area.

Expect to encounter defensive opponents hidden behind or atop crates, lurking around blind corners, and inside doorways.

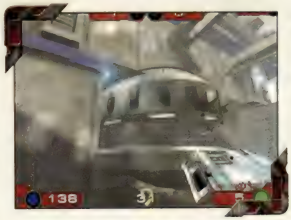
You are most vulnerable when crossing the battleship, because there is a sniper post with a Lightning Gun in each base that overlooks the ship.

Instead of running across the ship, consider jumping down under it and using the lower passageway into the enemy base.

The first elevator you run into after entering through the lower passageway takes you to the area with the Link Gun. From here, make two quick left turns, run up the small set of stairs, and enter the base through the large steel door.

The second elevator you encounter in the lower entrance to the base takes you up to the area under the ramp with the Minigun. To reach the flag, run away from the ramp, up the small set of stairs to the left, and in through the steel door beyond them.

Once you have the flag, you can either backtrack through the labyrinth and leave through the upper entrance, or drop down through one of the elevator shafts and exit via the lower entrance.



Another great way to enter the enemy base is to translocate through the sniper post that overlooks the battleship. Don't try it if there's already someone in there with a Lightning Gun, unless your health is high and you think you can take the sniper out.

From the sniper post, head straight out, take a left, and run up the stairs between the pistons. Enter the sliding steel door to the flag area.

NOTE

Remember that if you translocate while carrying the flag you will drop it.

Defense

The defense has a huge advantage in December. The base has only three possible entrances, and one of them should be covered by a defender at all times anyway.

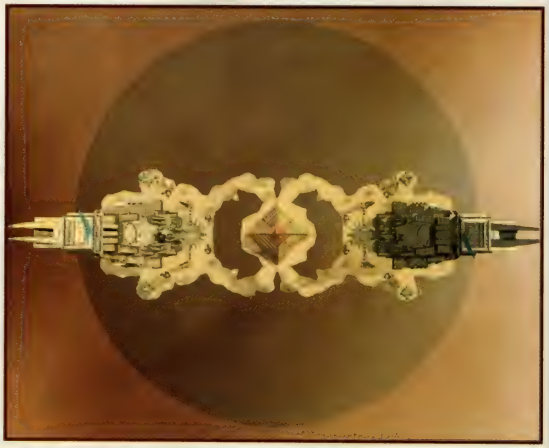
The first (and often overlooked) entrance is through the sniper post that overlooks the battleship. You can jump in or out of the window, but it's easier to fire the Translocator through it.

Camp a defender in this sniper post with the Lightning Gun and have them take care of any opponents who try to enter. They can also get rid of enemies who run across the battleship.

The other entrance is the main entrance, through the labyrinth of rooms and corridors. You should have defenders on top of and around the crates near the entrance. All's fair in love and war, so don't hesitate to shoot someone in the back.

Other good defensive spots are inside doorways and around blind corners. Put your defenders near the entrances to the flag area or near the entrances to the base. These are the two areas your opponents always have to pass through.

Face3



Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Redeemer, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Flags (Red and Blue), Health Pack +25, Big Keg o' Health +100, Health Vial +5, Shield Pack +50, Shield Pack +100

One asteroid, two towers...ten thousand headshots.

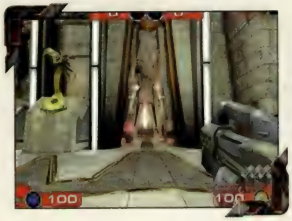
Level Overview

Face3 is an arena located on an asteroid suspended in space. Falling off the asteroid means instant death. On each side of the asteroid is a team base; the bases are identical to each other, and the description below suffices for each. Between the bases is a giant golden pyramid and too much open space.

Bases

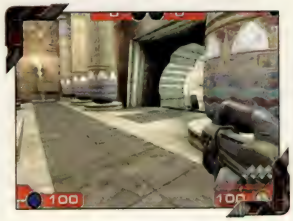
Lower Base

The flag is located on the ground floor of the base, at the foot of a giant statue of a dog-headed deity. As you face towards the enemy base, with your back to your flag, there are two exits to the right and left and two more ahead of you. Other than the flag and the exits from the room, there is nothing else of interest.



The exits to the right and left of the flag take you down hallways with transport portals at the end of them. These transport towers take you to the upper sniper post near the top of the tower.

The exits in front of the flag also lead to hallways with transport portals in them. These portals lead to the lower sniper post in the middle of the tower.



The two exits in front of the flag are linked with a short hallway that contains two Health Packs +25 and a large doorway to the outdoor area between the bases.

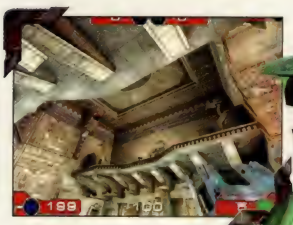
The two exits in front of the flag are also joined to the exits to the right and left of the flag with hallways. One of these hallways contains a Minigun. The other has a Flak Cannon in it.

Near the front entrance of the base is an elevator platform that leads up to a catwalk that runs above the interior of the flag area.

At the top of this elevator is a Super Shield Pack +100. To the right and left of the elevator are doorways to the catwalk above the flag area.

Along this catwalk are four Health Packs +25, a Shock Rifle, a Rocket Launcher, and a Link Gun.

There are also two elevator shafts that drop you down to the ground floor of the rear of the base. This is the only way to reach this area without leaving the base and running around behind it. A Big Keg o' Health +100 sits between the elevators.



From the catwalk above the flag area, you can translocate up to another catwalk above it. Each side of this upper catwalk has a Health Pack +25 and four Health Vials +5. The catwalk runs along the exterior of the base as well.

Sniper Posts

The lower sniper post (accessed via the teleport portals in the exits in front of the flag) has a Lighting Gun, a Shield Pack +50, and two Health Packs +25.

On the other side of the lower sniper post from the teleport portal is a wide-open view of the exterior of the level and the enemy base. You can fall out of this large window and onto the enormous statue below, but it's very easy to suffer large amounts of fall damage while doing so.

The upper sniper post (accessed via the teleport portals at the end of the hallways to the right and left of the flag) has another Lightning Gun and a wide-open view of the rest of the arena.

From this post, you can drop down to a ledge below (though you will suffer damage), and from there, you can drop down onto the ledge of the lower sniper post (again suffering damage). This is one way to leave the sniper post, but it's much easier to just go back through the teleport portal.

Outside

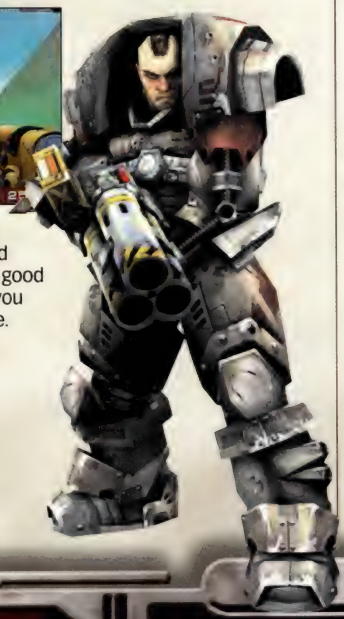
In front of each base are several Health Vials +5, near the feet of the enormous dog-headed statue.

There are also four yellow jump pads around the front of the base. Landing on any of these propels you towards the center of the arena (and makes you a harder target to hit).

To the right and left and behind the base are respawning chambers. Killed players randomly respawn in one of these.

On one side of the pyramid in the center of the level is the Redeemer. This is an extremely handy weapon in this level, considering how far apart the bases are.

On the other side of the pyramid is a Super Shield Pack +100. It's always a good thing to pick up before you storm the opposing base.



Game Plan

Offense

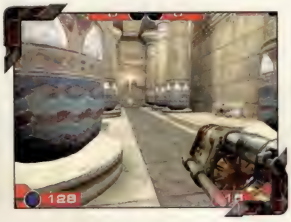
This level is constructed to be a sniper's paradise, so the key is to pick up all of the Health and Shield energy you can while inside of your base, and then use the jump pads and your Translocator to cross the empty space between the bases quickly.

Remember that each base has a rear entrance/exit. You encounter much less resistance if you enter the base via this entrance, and you can pick up the Big Keg o' Health +100 as you do.

Defense

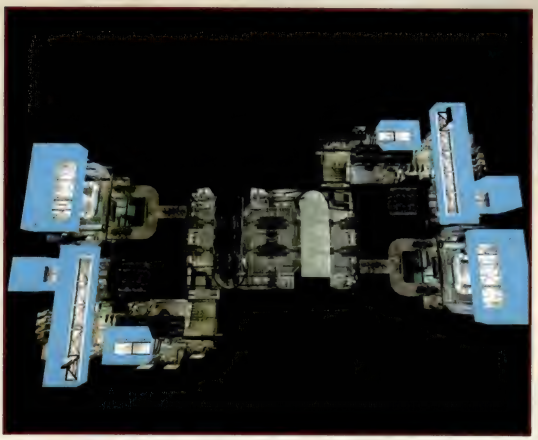
Obviously, you want to post snipers along the top of your base, since there are two areas specifically designed for it, complete with Lightning Guns. Use the additional exterior ledges as well, so that your sniper placement doesn't become predictable.

Make sure you have a sniper on the catwalks above your flag as well, just in case anyone slips by the boys outside.



Finally, remember that there are other weapons in this level besides the Lighting Gun. The Flak Cannon and Rocket Launcher are both great defensive weapons for a player waiting just inside the front door.

Geothermal



Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Double Damage, Flags (red and blue), Health Pack +25, Big Keg o' Health +100, Shield Pack +50

Welcome to the Kretzig Geothermal Facility. We provide heat and water to nearly 20,000 prisoners housed in the nearby prison colony. Thanks to the Tournaments, we've been able to add protein bales to our list of exports. Don't worry though; it's no one you know.

Level Overview

Geothermal is a small, fast Capture the Flag arena. Both bases are inside the same huge structure. Although there are twists and turns, there are only two ways to get from one base to the other: an upper pathway and a lower pathway.

Upper Pathway

With your back to your team's flag, only two paths are available: straight ahead, which leads to the lower pathway, and to the left, which takes you to the upper pathway.

Going left takes you to a ramp leading up. On the way, you can pick up two Health Packs +25 and a Link Gun.

The Shock Rifle and Adrenaline are on the ramp. At the top of the ramp are two entrances to a tunnel. It doesn't matter which entrance; they merge and come out at the same point.

Inside of the tunnel is a pick-up point with either a Shield Pack +50, a Big Keg o' Health +100, Double Damage, or a Health Pack +25. After you pick it up, it respawns as a different item.

As mentioned above, both entrances of the tunnel from your flag area merge into a single tunnel that spits you out at your team's end of the no-man's land separating the bases. A series of catwalks connects your base's tunnel to your opponent's tunnel.

A Lightning Gun is near the exit of each tunnel and a Super Shield Pack +100 and Rocket Launcher are in the center of the catwalks. The tunnel exits are color-coordinated to the base they lead to, so you can tell where you're heading.

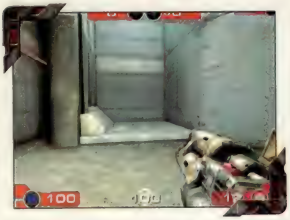
To reach your opponents' flag from the upper pathway, simply enter their tunnel, exit through either of its ends, and head left.

Lower Pathway

To reach your opponents' base from your flag, head straight and up a small set of stairs to find a Flak Cannon and a Health Pack +25.

Follow the hallway as it turns left, and you enter the bottom floor of the no-man's land with the catwalks above you. Along the floor of this are a Minigun (at each end of the area) and two Health Packs +25 at either end of the room.

Four elevators take you to the catwalks above if the action is too intense on the ground. You can also translocate up to the catwalks if you're not carrying the opposing flag.

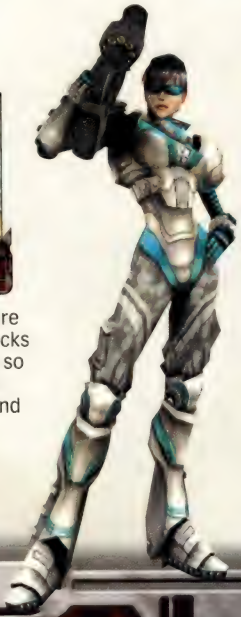


Keep following the hallway as it curves to reach your opponents' flag. After you run the path a few times, you'll have no trouble remembering where to go.

Game Plan

Offense

This is a fast level, but there are plenty of Health and Shield Packs lying around, and the arena is so small that you shouldn't have trouble acquiring an arsenal and keeping it fully loaded.



Vary your path to and from the opponents' base. Start on the ground path and translocate or take the elevators to the catwalks, or drop down from the catwalks from on high.

The Shock Rifle and Rocket Launcher work well in this level. You run directly into a number of foes because you have so few options for running between the bases.

Defense

Geothermal is a tough level to defend because it's so open. Your opponents will come from one of two directions: the tunnels or the doorway in front of your flag.

To defend the doorway, post a guard near the Flak Cannon, and have him use that weapon to blast anyone who runs by coveting your flag.

To defend the tunnels, stand to the side of the tunnels so you can see both at once. Equip a high-powered weapon, keep your finger on the trigger, and blast anyone who steps through.

A Message from Your Sponsor

Check out the monitor near the Flak Cannons at either side of the arena for a special message from the developers of the game (this message also appears on other monitors in the game):

"There is no reality. There is only this. This time. This place. This Contest.

"Be the best. Unleash your power. Lead your team in a battle of the mind. Win the Tournament. If you can't, step aside for someone who will.

"Keep your eyes on the prize and your finger on the trigger."

Lost-Faith

Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Flags (red and blue), Health Pack +5, Health Pack +25, Shield Pack +50, Shield Pack +100

The caverns of Lost-Faith have been part of Gen Mo'kai legend for millennia. The spirits of slain gods are said to lurk in the shadows, using the bodies of the innocent as vessels to transport themselves away from their ethereal prison. They'll be waiting a long time.

Level Overview

Lost-Faith is a large level, but its layout is relatively straightforward. Essentially, it is two winding caverns with circular pathways separated by a waterfall and a swift-running river. Each team's base is virtually indistinguishable from the others', so the following descriptions work for either.

Interior

On either side of the flag, pathways lead beneath the flag level to a subterranean area. In this area, you can pick up a Rocket Launcher.

Three of the subterranean area's six exits lead to the waterfall between the bases. Two others lead to the flag, and the last one doubles back on the area behind the flag.

To the left of the flag as you face the enemy base, a pathway leads to a Link Gun. The path splits: One branch heads toward the waterfall; the other doubles back behind the flag area.

To the right of the flag as you face the enemy base, a pathway takes you to a Flak Cannon. Once again, the path forks. One branch goes toward the waterfall, and the other goes toward the rear of the base.

Either pathway takes you to a ridge that looms over the flag. Along this ridge are two Health Packs +25, the Bio-Rifle, the Minigun, and a Shield Pack +50, as well as several Health Packs +5.

Waterfall

Between the two bases is a deceptively placid-looking stretch of river between two waterfalls. The river starts beneath a waterfall at one end of the arena, and drops off the arena in another waterfall.

The river current is extremely strong. If you fall in, it drags you towards the lower waterfall. If you go over, you die instantly. If you wind up in the river, jump like mad to escape, or fire your Translocator quickly to get back up onto dry land.

On the red team's side of the upper waterfall is a Lightning Gun. On the blue side is a Shock Rifle. You can run under the waterfall without falling in.

A mammoth stone bridge spans the river and sports a Health Pack +25 in the center.

A Shield Pack +100 sits on a dangerously small rock on the side of the bridge nearest the waterfall of doom. Jump carefully to get this item, and keep your Translocator handy in case you need to save yourself.

Game Plan

Offense

On offense, the name of the game is swarm. Send in as many teammates as you can spare, and attack from all sides simultaneously. Every attempt you make for the flag should look like the first 10 minutes of *Saving Private Ryan*.

When someone gets the flag, all other teammates should surround that player and escort their teammate back to base as quickly as possible, taking out foes as they go.

Expect your opponents to have defenders on the ridge above the flag, and lob a few rockets up there as you enter to keep them busy. Once you get the flag, duck into one of the subterranean passageways to get out of the line of fire from the ridge defenders.

Defense

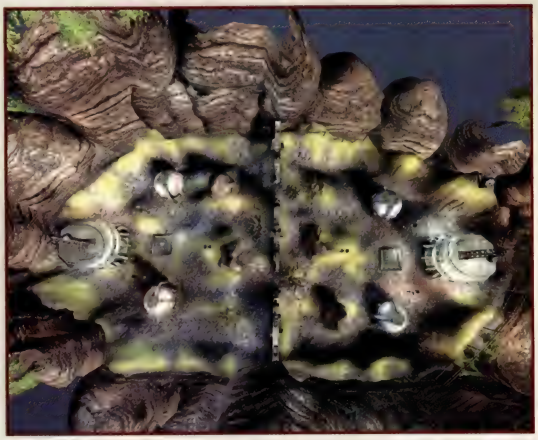
Enemies come in for the flag from all angles, so position your defenders to cover as much ground as possible.

One or two should hang around the Rocket Launcher in the subterranean area under the flag. Their job is to take out any foes that enter through the underground passages.

The ridge is an excellent spot for defense, but you can get flanked if you're not careful. Don't be afraid to crouch to make yourself a smaller target.

It's handy to have a floater at the entrances to your base. When a teammate gets the flag, a floater can cover an ally once the player is past the bridge. If an enemy grabs your flag, the floater can pick off the foe leaving your base.

Maul



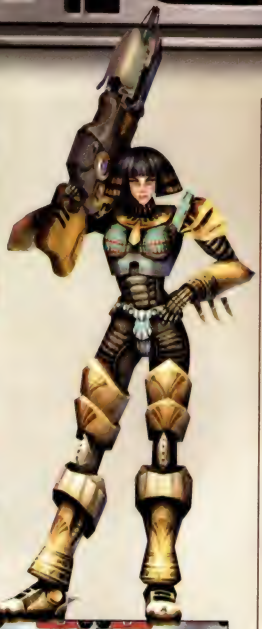
Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Flags (red and blue), Health Pack +25

As you walk among the shattered ruins of the old retaining wall, the hip deep grass tugs at your clothes. The twisted skeleton of an ancient tree towers above you, giving life to the fragile beauty that has slowly reclaimed the abandoned fueling station. There is still poison moving through the soil beneath your feet, and still many battles to scar the land.

Level Overview

Maul is a small, fast, and deadly Capture the Flag arena with open yet uneven terrain. The team bases are at either end of the arena, with a crumbling retaining wall atop the hill that separates them.



Interior

Each team base is a cylindrical two-story tower with entrances to the ground floor on either side. Inside the base is a jump pad that takes you up to the second floor.

The second floor contains the Rocket Launcher and the team flag. It also has a 360-degree sniper window that you can use to cover your team's half of the arena or leap from for a quick exit. You can also translocate through this window to instantly reach the second floor of a base.

Using your Translocator, get to the roof of the base, where you find a Lightning Gun. You can translocate even farther up to the little platform above the base.

Two large spherical fuel tanks on either side of the base can be used as cover or as sniping outposts if you translocate to the top. A Health Pack +25 is on the side of each tank near the outside wall of the arena.

To the left of each base (as you face the enemy base) is a Minigun, halfway between the base and the fuel tank.

To the right of each base is a Link Gun, halfway between the base and the other fuel tank.

A Flak Cannon sits in the center of each side of the arena, in front of the base and between the two fuel tanks.

Shock Rifles rest on either side of the retaining wall. They're on the right side if you're facing the blue base and on the left if you're facing the red base.

Game Plan

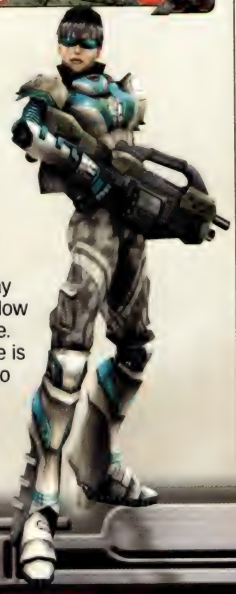
Offense

As with all CTF games, half the offensive strategy is reaching the enemy base without presenting yourself as a sniper target. Fortunately, the arena offers plenty of natural obstacles to duck behind and weave around. Translocate frequently to cover ground quickly and keep a sniper from getting a bead on you.

If you are skilled with the Translocator, the best route to the enemy flag is to translocate through the front window of the second floor of their base.

If you aren't crack with the Translocator yet, get that way fast. Until then, you have to use the base's side doors and jump pad to reach the flag.

Once you have the flag, the best way out is to jump out of that front window and run as if your pants were on fire. The area directly in front of the base is the most open terrain in the level, so head for the cover of the fuel tanks as quickly as possible, and dodge like crazy as you go.



Once you get past the retaining wall, it's all downhill—literally. Continue to weave around obstacles such as boulders and trees to keep your opponents from securing a direct line of fire.

Defense

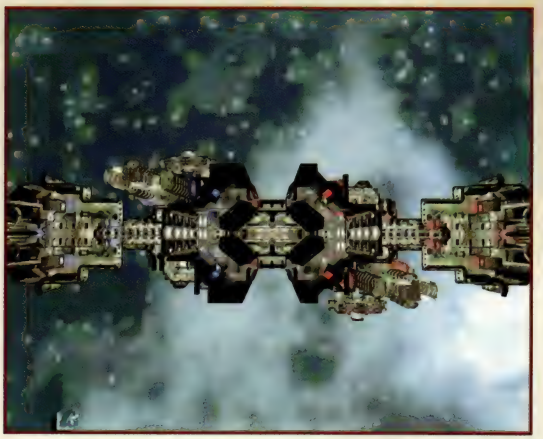
The high ground in Maul is the key to successful defense. There is no better position for a sniper than the roof of the base. You can pick up a Lightning Gun there, and also get an unobstructed view of your entire half of the level.

The tops of the fuel tanks are also good sniper positions, although they tend to leave you a little too exposed. There's not much room for dodging, and they're not as high as the roof of the base.

The flag areas are also good backup defensive positions, especially because the Rocket Launcher and its ammo constantly respawn in there. You can lock on and lob rockets at enemies coming over the hill. If they get into the base, you can also deal with them up close and personal.

Finally, stationing a defender behind the retaining wall is a great nasty trick to play on an opponent. Your opponents have to come through one of the holes in the wall, unless they translocate over it. You're guaranteed to surprise them if you're waiting for them when they run right past you.

Orbital II



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Double Damage, Flags (Red and Blue), Health Pack +5, Health Pack +25, Shield Pack +50, Shield Pack +100

In the silence of space, the planets dance to a song far beyond the comprehension of mortal beings. Aboard the orbital station Alexandra, autonav systems attempt to echo the graceful movement of the surrounding planetary bodies, as its living cargo dances to a different song altogether.

Level Overview

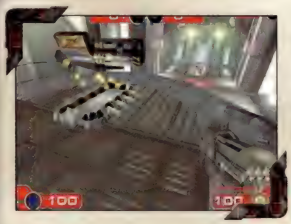
Orbital II is another very large CTF level. When you first enter, it's easy to feel overwhelmed. Remember two critical facts about the arena: It has only two levels, and each team's half is identical to the other and marked with lights that correspond to the team color.

Near Base

As with just about every CTF level, the team bases are virtually identical. If you memorize one, you've got them both. The team flag is at the very end, near enormous windows that look out over the starry void of space. Fortunately, you cannot fall out of these windows.

Along the ground to the left of the flag (as you face the enemy base) is a Link Gun. Past the Link Gun, an elevator takes you to the upper level of the arena.

To the right of the flag is a Minigun. Again, you can continue past the Minigun to reach an elevator that leads to the upper level.



On the upper level directly in front of the flag is a Rocket Launcher. The easiest way to reach it is to take the elevators near the Minigun or Link Gun.

In front of the Rocket Launcher is a narrow balcony that you can reach only via the Translocator or a very carefully executed elevator jump. It holds some ammunition for the Lightning Gun, Bio-Rifle, Assault Rifle, and Flak Cannon. More important, it's a fantastic defensive location.

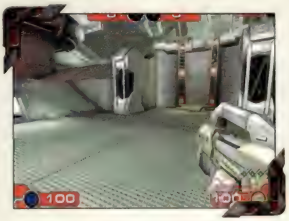
Along the ground in front of the flag are two Health Packs +25. Just past them is a drop-off that begins the lower path to the enemy base.

Lower Path

Continue past the two Health Packs +25 in front of the flag to find a Shock Rifle and plenty of ammo. Past the Shock Rifle is a small elevator that allows you to continue along the lower path. You can also run up the ramps on either side of the elevator.

After the Shock Rifle, the arena widens. Two ramps take you to the upper level. If you want to continue moving along the lower area, run between them and underneath the catwalk that they lead to.

Continue moving forward to another small elevator and two ramps that lead up to an area in the center of the arena, between the two team's sides.



The upper and lower paths merge dead center in the arena, where you can pick up a Shield Pack +100.

To the right and left of the Shield Pack, ramps lead to the upper level of the arena. To the front and back of the Shield Pack, paths lead to the lower route between the two bases.

Above the arena's center, which you can reach only by translocating or by making a precise leap from an elevator, is a platform with a Lightning Gun, a Rocket Launcher, and a Double Damage modifier.

Upper Path

The upper path between the team bases is more complex, but it also has more goodies. From the team flag, the easiest way to reach the upper level is to run along the right or left paths and take the elevators found there. You can also reach the upper level from the lower level with an elevator jump, or by translocating up to it.

From the Rocket Launcher above the flag, the right and left upper pathways merge into a single hallway with a row of five Health Vials +5 that leads directly to a Lightning Gun.

The path splits at the Lightning Gun. Go left to reach an elevator leading down to a Shield Pack +50 and a pathway that returns you to the upper path above the Shock Rifle.

Two Health Packs +25 are along this route. At the end are a Bio-Rifle, three Adrenaline capsules, and a Shield Pack +50.

If you choose not to descend the elevator that takes you to the Shield Pack +50, you can head along a path that takes you to a Flak Cannon, two Health Packs +25, and a Minigun.

This pathway spits you out on the left side of the upper pathway of the level's center.

Take a right where the main upper path splits at the Lightning Gun to pick up two Health Packs +25 and a Link Gun.

This pathway continues into the right side of the upper pathway of the level's center.

The upper pathway at the center is a series of catwalks that encircle the room. The catwalks don't offer much aside from some ammunition for the Link Gun and Shock Rifle.

The catwalks span to the center of the arena, where they connect with the lower pathway and hold the aforementioned Shield Pack +100.

Game Plan

Offense

Your Translocator is essential on most CTF levels, but spend most of your time running through Orbital II. Don't miss the abundant pick-ups, and the close quarters demand a close-range weapon.

The Translocator is handy for reaching the upper level when you're on the lower level. Also, leap off j elevators to hop up to the upper pathways.

Take advantage of the generous number of Shield and Health Packs. As you close in on the enemy base, the arena narrows, offering fewer ways to avoid enemy fire.

Attacking with a group of teammates is good strategy, but a Rocket Launcher is near each team's flag (there's probably a defender near the flag who's not afraid to use it). Getting your offensive team killed in a rocket attack isn't good for your score—or for morale.

Take advantage of a Double Damage modifier at the top-center of the level. Entrenched defenders are hard to root out, so you'll need every advantage.

When you have the flag, return to your base along one of the topside paths. These pathways have more Health Packs to replenish health. They also have more twists and turns, keeping your foes from seeing you from a distance.

Use all elevator jumping opportunities along the return trip. When you make it back to the center, run along the ground and elevator jump whenever possible. It's harder for your enemies to track you when you're bouncing around.

Defense

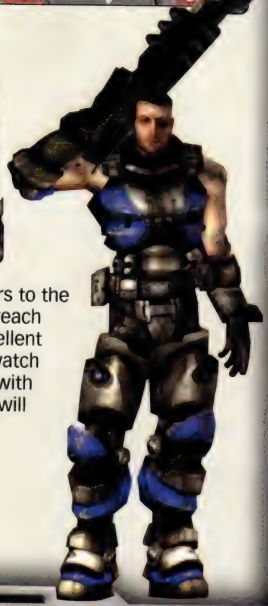
Concentrate your defense around your base, which has several excellent camping spots.

The first prime campsite is the small balcony in front of the catwalk with the Rocket Launcher. Camping up here with a Rocket Launcher or Lightning Gun allows you to fire down on most enemies that make it to your base. Even better, they won't be able to see you up there until they've entered your field of fire, because there's nothing behind you but a solid wall.

Another good campsite is the catwalk with the Rocket Launcher. You can set up a nice defensive crossfire by putting one defender on that catwalk facing the enemy base and another on the balcony in front of the catwalk facing your flag.

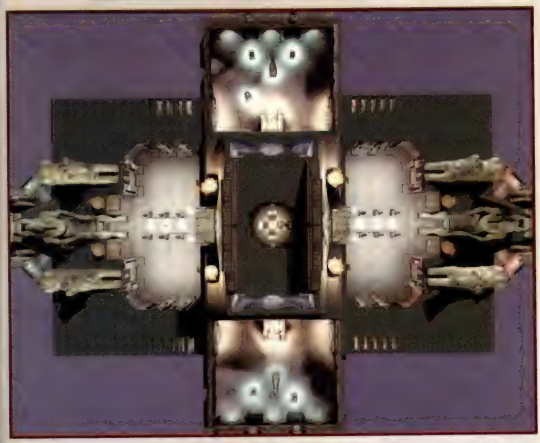
With both of these areas covered, you have the majority of your turf guarded. The only other locations that need to be watched are the sides, because your defenders can't watch the center and the sides at the same time.

If you jump off the small elevators to the right and left of your flag, you'll reach shadowy corners that make excellent hidden campsites. From these, watch the entire length of the catwalk with the Rocket Launcher. No enemy will penetrate too far into your base without your knowledge.



Bombing Run Levels

Anubis



Weapons Available: Assault Rifle, Ball Launcher, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Redeemer, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Ball, Health Pack +25, Health Vial +5, Shield Pack +50, Shield Pack +100

The infidels seek to defile your ancestors. Send them to meet theirs.

Level Overview

The Anubis Bombing Run arena is a wide-open level, with interior and exterior areas. Many of the interior areas have open ceilings, making the arena's two Ion Painters very useful indeed. It's easy to get lost in this arena, since not only are the two teams' sides of the level nearly identical, the other two sides are as well. Expect plenty of direct combat, since there isn't much to hide behind and there aren't that many different ways to get from one place to the next.

Each team base is in a large room at one end of the arena. The goal stands vertically in the recessed area at one end of the room, and it floats atop a pit lined with laser wire. Falling into this pit means instant death. Along the sides of the recessed area facing the opposing base are Health Vials +5.

There is only one doorway in the goal room, and it leads out into a huge open area with six obelisks in the center of it. In the middle of the obelisks is a Shield Pack +50.

On the ledge that runs around the entire room, you can pick up (clockwise from the door to the goal): a Lightning Gun, a Link Gun, a Shock Rifle, a Bio-Rifle, and a Minigun. There is also ammunition for the various weapons, as well as several Health Packs +25, scattered between them on the ledge.

The doors to the right and left (as you stand with your back to your goal) lead into small, empty side rooms. There is only one other doorway in each, and both doors lead into nearly identical sandy outdoor areas.

The outdoor area to the left (as you face the blue base; right as you face the red) has a Redeemer behind a large obelisk. The other one has a Super Shield Pack +100 behind an obelisk.

The door directly across from the goal room in the large, open room leads to a tiny circular room with a giant pillar in the middle of it. The pillar is surrounded by Adrenaline capsules, and there is a doorway into the center room of the arena.

In the middle of the center room is the ball. Doors to the right and the left (as you face towards or away from the round rooms) lead to identical rooms.

Each of these rooms has a large ramp in the center with twelve Health Vials +5 on either side of it. The ramp leads to a ledge with a Health Pack +25 and either a Rocket Launcher or a Flak Cannon. There are also two passageways from this ledge that lead to each team's six-obelisk room.

At the opposite end of the room is a doorway leading to one of the two outdoor areas with the obelisks.

Game Plan

Offense

Anubis seems like more of a Team Deathmatch level than a Bombing Run level. Its wide open areas lend themselves to down and dirty frag-fests, so don't come to the party empty-handed. Other than the Flak Cannon, all of the other weapons (as well as most of the ammunition) in the level are found in the huge rooms with the six obelisks on either side of the arena. Stock up in here before going after the ball. You don't have to worry about your opponents getting by you as you equip yourself, since they have to come through that room on their way to your goal.

Pay attention to the banners and logos on the walls to prevent yourself from getting lost. Most team-based game maps are identical at either team's end, but the left and right sides of Anubis (as you face a goal) are identical as well. If you keep one eye on the team colors displayed above the doorways, you'll always know the goal that the doorway leads to.

TIP

When you reach the six-obelisk room near your opponent's goal, head through the door with the team banners on either side of it to reach the goal.

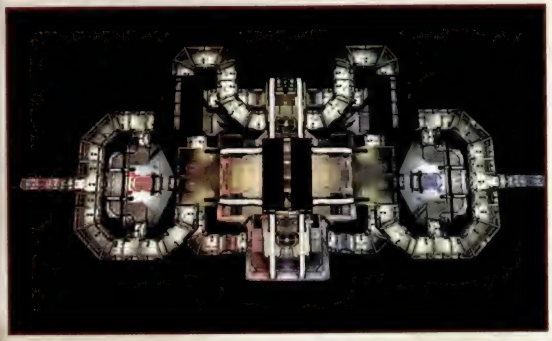
The Redeemer is best used by a point man running ahead of the ball carrier. The best place to launch it is in the opponent's six-obelisk room. The Redeemer will take out all defenders, giving the ball carrier a free run in. Be sure that the ball carrier doesn't get caught in the blast; the point man has the option of sacrificing himself for the team.

Defense

It's hard to come up with a coherent defense in a level as crazy as Anubis. The best place to position a defender is in the small round room with the giant pillar. Hide around the side of the pillar, and you can squeeze off at least one point-blank shot at an unwitting enemy as they run by.

Defenders should generally float around the six-obelisk area and the goal. They should continually be loading up on weapons, ammo, Health, and Shields; there is a Shield Pack +50 in the center of the room and six Health Vials +5 near the goal, all of which should be used to your defenders' best advantage. Not only do you want healthy defenders, you don't want a near-dead opponent to make it near your goal and then pick up a Shield Pack that you left lying there for them.

Disclosure



Weapons Available: Assault Rifle, Ball Launcher, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, ball, Double Damage, Health Pack +25, Shield Pack +50

This enclosed Bombing Run arena has a reputation for fast-paced matches with close combat. Be careful—the open center area is a perfect location for snipers to show their skill.

Level Overview

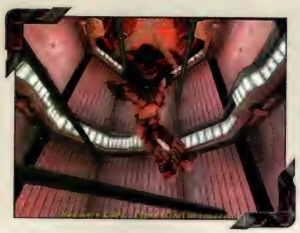
Disclosure is the smallest and fastest Bombing Run map in *UT2003*, and it has one of the easiest layouts to memorize. The arena is split into a large upper part (where you find most of the weapons and items) and a smaller lower part (where the goals are located). Between the two teams' sides is a large open area with the ball.

NOTE

Each half of the level is a mirror image of the other half. This description of the goals and surrounding areas is written from the perspective of a red team player facing the blue goal. If you are playing for the blue team and facing the red goal, reverse all "right" and "left" directions.

Goals

Each team's goal is on the lower level at the farthest end of their side of the map. The goal is the rotating fan at the end of the goal room.



Running through the goal means seven points for your team and instant death for you. What, you thought those blades were just for show?

Taking the left hallway from the goal area takes you to an area with five Health Vials +5 and a Link Gun.

In the area around each goal are Flak shells and two Health Packs +25.

Run down the hallway as it slopes downward to reach the middle of the level. You'll find the ball on the upper part of this level.

Lower Level

Only one lower-level exit leads from the goal area. The hallway splits outside the goal area. As you exit the goal area and face the opposing goal, head to the right or to the left.

Following the hallway to the left leads you to the Minigun. A jump pad in this area takes you to the upper level.

You can also continue along the hallway as it turns toward the enemy base to find two Health Packs +25 and another jump pad that propels you to the upper level. Avoid the jump pad and keep running down this hallway to reach the opposing team's territory.

Upper Level

On the upper level, at the end of each team's half of the map, is a spawning chamber, where all team members respawn after scoring a goal.

Running into this chamber after respawning takes you to the lower level of the same team's area, near the Minigun. This is a one-way teleport. You cannot teleport to the spawning chamber from the Minigun area.

Directly in front of the spawning chamber is a Bio-Rifle. At this point, the passage splits to the right and left.

Following the right path all the way to the end brings you past several Adrenaline capsules and a Link Gun to a Lightning Gun and a Health Pack +25 on a ledge above the center of the area.

A side path branches off to the left along the path that leads from the Bio-Rifle to the Lightning Gun. This takes you across a catwalk that crosses over the team's goal. The Flak Cannon sits in the center of this catwalk, above the goal.

Now, if you take a left from the Bio-Rifle after respawning, you head down a hallway with several Health Vials +5 and a Shock Rifle. At the end of the hallway is a drop-off down to the Minigun area.

Before you reach the area above the Minigun, a path to the right leads to the catwalk above the goal with the Flak Cannon.

To the left of the drop-off to the Minigun is another hallway with four Adrenaline capsules.

Head down this hallway to a Rocket Launcher and to the middle of the level, where you find a Shield Pack +50. This is the mid-arena side opposite the ball.

Middle of Arena

The ball is on a catwalk at the right of the level (as you face the blue base). On either side of the ball, two catwalk ramps lead to the center of the arena.

On the lower level, below the ball, is a Shield Pack +50. There are two jump pads near the Shield Pack that propel you to the center of the arena.

In the wide-open center of the arena are a Shock Rifle and two Health Packs +25.

High above the Shock Rifle, on a platform reachable with a Translocator, is a Double Damage modifier. When lobbing the Translocator beacon up to the platform, stand under the platform near the Shock Rifle.

Jump pads on each team's side of this center area send you up to the plateaus with the Lightning Guns.

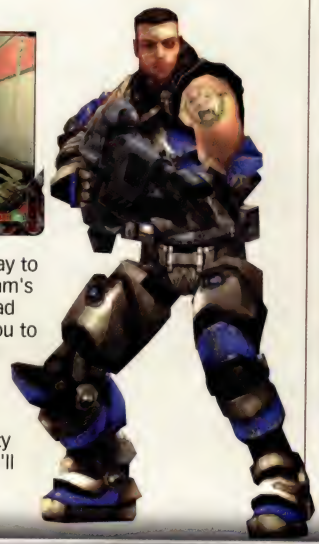
To the left of the center of the arena (as you face the blue base) are jump pads that send you up to a Shield Pack +50 and the hallways to each team's Rocket Launcher.

Past the Shield Pack, drop to the lower level and pick up the Health Pack +25. There are two jump pads down there that will send you back up. Hallways on either side of the Health Pack take you to each team's Minigun.

Game Plan

Offense

The quickest and easiest way to reach the ball from your team's spawning chamber is to head along the path that takes you to the Lightning Gun. Take this path to the Bio-Rifle and Lightning Gun, but that doesn't leave you in good shape for the down-and-dirty frag-fest you face when you'll get to the ball.



It's better to send one or two of your offensive players or floaters along this route and have them take up positions along the Lightning Gun plateau and near the ball catwalk. They can cover the ball area, shooting any opponents who show up.

Send the bulk of your offense onto the catwalk above your goal and have them pick up the Flak Cannon. Drop down to the floor near the goal and head down the hall that takes you to the Link Gun.

This takes you to the ground floor beneath the ball, which has a Shield Pack +50. Take the jump pads or translocate up to the catwalk and pick up the ball.

Once you have the ball, hit as many of the jump pads as possible in the center area. The fast vertical boost you get from them makes it tough for an opponent to aim at you. The varying levels of the center of the arena also keep enemies from aiming well.

Once you have the ball, don't get lost! On the ground are several arrows in the opposing team's color that guide you straight to the goal.

Defense

If the other team gets the ball, pursue the carrier with most of your teammates but have one or two pull back to defend the goal. Ideally, one defender hides around the corner of the ground-floor doorway into the goal room while two others guard the upper doorways on the catwalk. Equip your defenders with Flak Cannons, Rocket Launchers, or any other weapon capable of killing the ball carrier with one well-placed shot.

The player carrying the ball constantly regenerates. Don't let that player survive long enough to score on you. When the ball carrier enters the room, concentrate fire on that enemy to the exclusion of all others.

Frostbite

Weapons Available: Assault Rifle, Ball Launcher, Bio-Rifle, Flak Cannon, Ion Painter, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Ball, Health Pack +25, Health Vial +5, Shield Pack +50, Super Shield Pack +100

Without the pocket of warm air venting from your thermal unit, your life expectancy is less than two minutes. Throw in a few hardened killers and some firepower and you can cut that number in half.

Remember, think warm thoughts.

Level Overview

Your Translocator will get a workout on Frostbite. This huge arena consists of two small team bases at either end of a vast snowy field. Use the Translocator to cross the snowfield quickly and to reach the arena's best weapons and items, including the Super Shield Pack +100 and the Ion Painter.

Each team's base is identical to the other's, with minor cosmetic differences, so this description will suffice for both.

Bases

The team goal is positioned vertically at the end of a long hallway conveniently marked with large flashing arrows.

At the end of the hallway, as you face away from the goal, is a large circular area with a platform in the middle. The platform has nothing of interest, but you can pick up a Flak Cannon on the side of the room opposite the goal.

Past the Flak Cannon is a short hallway that leads to the end of the large, curved corridor. From here, it's a very short distance to the outside area of the arena.

Aside from that hallway, there is only one other way to enter or leave the room, which is a hallway that leads down to the large curving corridor

At the end of this curving corridor is the base's sole entrance. A Shock Rifle sits in the middle of the floor of this corridor.

There is a narrow ledge on the outside curve of the corridor. Reach it via an elevator at the end of the hall near the goal, or translocate up to it.

Along this ledge are a Health Pack +25, a Link Gun, and a Shield Pack +50.

At the end of the ledge near the base entrance is a teleporter that takes you to a small sniper outpost above the entrance to the base. The outpost holds the Rocket Launcher and overlooks half of the snowfield—an excellent camping spot for a defensive player. Translocate out the window to reach the outdoor area of the arena.

Note the tiny platform above the elevator that takes you up to the ledge with the Link Gun. When a point is scored, you respawn here.

Outside

Around the perimeter of the base are another Link Gun and ammo. Run past it to find a ramp that leads to the roof of the base; here, you can pick up a Shield Pack +100 and...another Link Gun?! There must have been a sale on them.

You can also run toward the back of the base along the roof to find a Bio-Rifle and a straight drop down into the goal area of the base.

In contrast to most levels, the team bases are not across from each other. They are at opposite ends of the C-shaped snowfield. Along the shortest route between the two bases are two Health Packs +25 and a Lightning Gun.

The ball is on a plateau on the outside of the snowfield's curve. Get to it by running around the back of the ledge, but it's quicker and easier to translocate to it.

A Minigun is on the ground at the ball's ledge.

On the ground behind the ledge are two rows of Adrenaline capsules and Health Vials +5.

While standing on the ledge near the ball, fire a Translocator beacon to the small ledge on the outer wall of the arena. Translocate to get the Ion Painter and an unobstructed view of both bases.

Game Plan

Offense

Travel in a pack! That's the rule of thumb for most team games in large arenas, but it's especially true for Frostbite. The outdoor area is so vast and open that you'll fight pitched battles to get the ball, never mind getting inside the opposing base.

Translocate frequently to cover ground quickly and avoid presenting yourself as a target for snipers. Don't get too far ahead of the rest of your offensive squad. You'll get the ball only to lose possession when you get slammed by multiple opponents.

Occupy the opposing team's sniper post in their base. From this post, opposing defenders can pick off your team members before they get near the base. Occupy that sniper post and train a Flak Cannon on the teleporter to clear a path for your ball carrier.

Pass the ball. This works well outside. If you can lure two or three opponents to one side of the area and lob a long pass to a teammate, that teammate has a better shot at getting inside of the base. If you're good, have a third teammate take out those enemies with the Ion Painter.

Better yet, if you've occupied the sniper post in the enemy base, pass the ball up to your teammate in the sniper post; he can teleport into the base and run the ball in for a goal.

Defense

Frostbite has several good sniper spots. The first is the sniper post with the teleporter because the Lightning Gun and ammo are there.

Another good spot is the roof of the base, where Lightning Gun and Rocket Launcher ammo respawns frequently, as does a Shield Pack +100. And don't forget that a crafty enemy may try to drop down into your goal area from here, another good reason to secure it.

Inside the base, the platform in the center of the round room near your goal is a good spot to leave a defender. That player can cover the hall leading from the entrance and the goal.

If you're a crack shot with the Translocator, camp a defender along the narrow ridges that run around the upper part of the walls in the round room.

Don't forget about the Ion Painter. It's a great last-ditch defensive tool that can take out several enemies at once, even if you have to sacrifice yourself to do it. It only works outside, on terrain that has an unobstructed view of the satellite overhead.

Ice Fields

Weapons Available: Assault Rifle, Ball Launcher, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Ion Painter, Translocator

Items Available: Adrenaline, ball, Health Pack +25, Health Vial +5, Shield Pack +50, Shield Pack +100

What was once an endless field of obsidian left behind by the volcanic activity of a young planet has become a cold and desolate wasteland of permafrost and broken stone.

Level Overview

Ice Fields is a huge outdoor M-shaped level with steep cliff walls that keep the action in the narrow snow-filled valleys below. Although you can move along the plateaus that line the valley walls, most of the action takes place on the valley floor.

Bases

The team goals stand vertically on top of raised platforms at opposite ends of the M-shaped level. An elevator on the valley floor near each goal takes you directly up to the goal. You can put the ball through the goal from either side.

Underneath each goal platform are a Lightning Gun, a Link Gun, and a Health Pack +25.

Heading away from either team goal toward the center of the arena takes you to a small platform with a Shock Rifle on the valley floor.

On the opposite side of the valley from the Shock Rifle is a short tunnel cut through the cliff wall that takes you to the center of the level. It's a handy shortcut, but you need to use your Translocator to reach it. If your aim is true, fire your Translocator so that the beacon flies through the tunnel and lands on the other side of the cliff, making it easier to instantly appear on that side of the arena.

Past the Shock Rifle and tunnel shortcut on either team's side of the arena is a Rocket Launcher.

Past the Rocket Launcher and away from the middle of the arena is a small alcove with four Adrenaline capsules, two Health Packs +25, and a Shield Pack +50. This alcove appears on each team's side of the arena.

Between each team's alcove with the Shield Pack +50 is a single alcove in the center of the arena that contains two Health Packs +25 and a Shield Pack +100. Enter this alcove through one of two narrow pathways—one on each team's side—along the valley floor.

Moving toward the arena's center, you'll pass by a row of Health Vials +5. The other side of the shortcut tunnel through the cliff is just overhead.

This pathway takes you into the center of the arena. At the end of this wide-open area nearest the Health Vials +5 is the Minigun. Translocate on top of the platform above the Minigun to get the Ion Painter, a powerful weapon in an open arena.

Head away from the Minigun toward the other end of the center of the arena to pick up a Link Gun, two Health Packs +25, and the ball.

Game Plan

Offense

Ice Fields has a lot of ground to cover and many valuable weapons and items. Use your Translocator to cover ground quickly, and know where the weapons and items are so you can teleport to them on your way to the ball.

It's a long trip from goal to goal. Travel in a pack on offense to improve your chances of getting the ball to the enemy's goal without getting blasted to atoms.

Take advantage of the arena's vertical levels. If one or two of your offensive players translocate along the narrow plateaus jutting out from the arena walls, they can clear a path for your ball carrier by picking off distant enemies with the Lightning Gun or Rocket Launcher.

In Ice Fields, a good passing game can spell the difference between victory and defeat. Don't hesitate to lob the ball if the defense is too tough. One of the best tricks in the game is to pass the ball up to a waiting receiver near your opponents' shortcut tunnel. Try to lob it all the way through the tunnel. Then, while some of your offensive teammates hold off the defense, someone on your team runs for the goal.

Don't forget about the three alcoves with Shield Packs near the middle of the level. Although you regenerate health (up to 100 points) when carrying the ball, it never hurts to have some shields.

Defense

The offense has to come straight down the long valley to your goal. Because you have a Lightning Gun right underneath your goal, camp at least one defender on the goal platform or other elevated surface to pick off opponents from a distance.

Several plateaus on your team's side of the arena are of great strategic importance. Experiment with translocating up to these plateaus and racking up head shots. Any plateau with a clear view of any area with strategic importance (such as a goal, the shortcut tunnel, or the ball) is a good spot to occupy.

Your opponents have two ways to reach your goal from the ball's starting location: They can pass it through the shortcut tunnel or they can run it along the valley floor. You can't see a team's goal until you've reached the Shock Rifle near it, so focus your defense between the goal and the shortcut tunnel near the Shock Rifle.

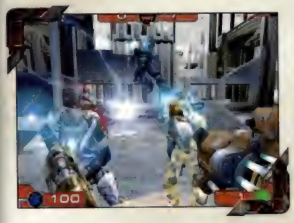
Skyline

Weapons Available: Assault Rifle, Ball Launcher, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Ball, Double Damage, Health Pack +25, Big Keg o' Health +100, Shield Pack +50

Far above the teeming metropolis, sounds of battle break the cold silence of the desolate urban canopy. Feel the adrenaline rush through your body as your ruthless enemies, and gravity, seek your downfall.

Level Overview



Skyline is an intimidating, potentially frustrating Bombing Run level, recommended for experienced players. Each team's base is atop a narrow skyscraper that extends high in the sky. A third skyscraper stands between the bases. Low gravity allows players to use the jump pads scattered around the arena to leap from one skyscraper to the next.

The team bases are identical, so the following description applies to both.

Falling off any skyscraper means death after about five seconds of free fall, but a skilled Translocator user can keep teleporting up to reach safety.

Bases

The goal is inside the base, in the middle of the lowest level of the base. A Flak Cannon sits in front of it. Falling into the goal kills you instantly, but you score seven points if you have the ball and fall into your opponents' goal.

On either side of the base are ramps leading to the main floor of the base. Two rows of three Adrenaline capsules in the center lead to a jump pad that shoots you to the main floor of the middle skyscraper.

On either side of the jump pad are a Shock Rifle and a Link Gun.

Behind the jump pad, as you face the enemy base, is a Bio-Rifle hidden behind the central support pillar at the rear.

Double-jump or your translocate to the upper level of the base, where you can get a Minigun. Health Packs +25 are on either side of the Minigun.

Translocate to the tower at the very top of the base to pick up two cases of Minigun bullets. At the tower's highest point, a tunnel leads directly down to the team goal. Falling down this tunnel is fatal, but you can fire the ball down it to score three points for your team.

Middle Skyscraper

The ball, flanked by Rocket Launchers, is in a recessed area dead center of the middle skyscraper—the center of the level.

A ledge with six jump pads runs around the recessed area. Four jump pads are raised; jumping on these takes you to the higher levels of the middle of the skyscraper. These jump pads cannot be used to leap from the middle skyscraper to either of the other skyscrapers.

The other two jump pads are set into the ledge near Flak Cannons and can be used to reach the other skyscrapers. When you leap from one, steer toward the horseshoe-shaped landing pads on the upper level of the base you're leaping toward. If you try to land anywhere else, you will probably miss the base skyscraper altogether and plummet to your death.

A ramp on each side of the main floor of the middle skyscraper faces a base. A well-timed double-jump off the very end of one of these ramps gets you to the base skyscraper.

On the platform above the center of the middle skyscraper, you can find two Lighting Guns, four Adrenaline capsules, four Health Vials +5, and a random item, which is respawns as a Health Pack +25, a Big Keg o' Health +100, a Double Damage, or a Shield Pack +50.

Translocating to the narrow platforms above this level gets some Lightning Gun ammo, but these platforms are excellent sniper positions. Lob a Translocator beacon into either base from them.

Game Plan

Offense

Whether you're on offense or defense, the key to mastering Skyline is precise control over your movements and your weapons. It takes a while to get used to the low gravity of the level, and Skyline is unforgiving of mistimed jumps.

From your spawn point, head to the middle skyscraper via the jump pad in your base. You land near the Flak Cannon—an excellent weapon to use right off the bat because everyone is headed for the recessed open area in the center of the middle skyscraper.

Let your opponents get the ball first. Flak them to death and grab it for yourself. If you grab the ball first, they'll do the same to you.

It helps to have a teammate waiting on the main level of the opposing base. Pass the ball to that ally. As you leap from skyscraper to skyscraper, you hang in the air a long time—an easy mark for a sniper.

This level has an abundance of Adrenaline lying around for reason: Using the Speed Adrenaline Combo for agility, you can jump high enough to leap from skyscraper to skyscraper while the combo is in effect. You thus avoid high-traffic areas, such as the flight paths from the jump pads, while running the ball.

Defense

The goals of each base are too hard to defend specifically. With two entrances and limited maneuvering room, an opponent will probably be able to score if they get inside, even if they just fire the ball at the goal.

Seize the upper platform of the middle skyscraper and pick off airborne enemies with the Lightning Gun. If possible, move higher to the narrow platforms above. The platforms offer a better vantage point and respawn ammo.

The top of your own base is a useful sniping point because your opponents have to leap to your base once they have the ball. Atop your base, cover both entrances to the goal area. The bases have no Lightning Gun ammo, so load up before you take up this position.

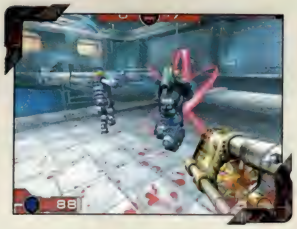
Slaughterhouse

Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, Health Pack +25, Health Vial +5, Shield Pack +50, Super Shield Pack +100

Even commercial companies can get in on the action...for a fee.

Level Overview



Vegetarians beware: This is not the arena for you. The meat processing plant known as Slaughterhouse comes straight out of the fever dreams of Upton Sinclair, with bits and pieces of unidentifiable flesh sticking to every wall in the arena. It's not for the squeamish. Of course, *UT2003* is all about reducing your opponents to hamburger, so maybe Slaughterhouse is one of the most appropriate levels in the game after all.

Bases

Apart from some minor cosmetic differences, both bases are identical to each other, so this description works for either one. The bases are at either end of the vast processing plant, and you'll have your work cut out for you getting from one to the other. Slaughterhouse is huge and confusing, so get the level layout down as quickly as possible. Your Translocator comes in very handy in this level.

NOTE

Usually, each base is color-coded to represent the team that occupies it. However, there's an awful lot of blood in Slaughterhouse, so don't get confused and think you're in the red base when you're actually in the blue one.

Underneath your team flag is an alcove with four Health Vials +5, five Adrenaline capsules, and a Bio-Rifle.

There are two exits from the room with the flag. To the right (as you face away from the enemy base) is a doorway to a long hallway with a Health Pack +50 in it.

At the end of this hallway is a steel door that leads into a giant meat locker. More on this in a second.

If you go through the door straight ahead (as you face away from the enemy base) from the flag room, you enter a long hallway with a catwalk above it.

On the floor of this hallway is a Minigun. At the end of the catwalk is a Rocket Launcher. The other door in this hallway leads into a circular room.

The circular room has a Health Pack +25 in the center of it and another door that leads into another long hallway.

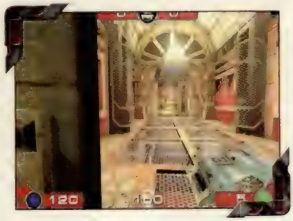
This hallway has a Flak Cannon in it. There are also four Health Vials +5 and a Link Gun on the catwalk that runs above it.

At the end of the hallway are two doors, one to the left and one straight ahead (as you face toward the enemy base). The one straight ahead leads to a long, narrow killing floor, which we'll come back to. The one to the left leads into the large meat locker mentioned above.

In the end of the meat locker nearer to your base is a Shock Rifle.

If you translocate up to the racks from which the slabs of meat are suspended, you can pick up four Adrenaline capsules. You can translocate even higher to reach a small alcove in the ceiling with a Super Shield Pack +100 in it.

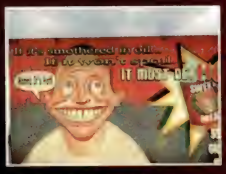
At the end of the meat locker is a door that leads into a small room with two doors on the opposite side; the left one has a Link Gun in it. Head through them, and then through the doorway following, to enter the stockyard that separates the two bases (see Stockyard).



Now for a quick backtrack: From the door at the end of the long hallway with the Flak Cannon and Link Gun, you reach the killing floor for your team's area. Follow the room as it makes a 90-degree turn, and you'll find six Health Vials +5 and another steel door that leads into the area just before the stockyard.

In this area is a large tunnel that leads into the stockyard. Next to that are a Health Pack +50 and a small catwalk with some Lightning Gun ammo on it. On the other side of the tunnel is a catwalk with a Flak Cannon, some Adrenaline capsules, and a Health Pack +25.

Ill-boards



Above either team's base is a giant billboard, advertising some sort of canned meat product. It's "55 percent ground beef, 45 percent our little secret." Judging by the sort of activities that take place in Slaughterhouse other than the butchering of cattle, it's not hard to guess what—or who—the other 45 percent of the meat comes from.

Stockyard

The stockyard is a small area that separates the two bases. There are two entrances to the team base on either end of it. The square door leads into the team's meat locker. The round tunnel leads into the team's killing floor hall. The only thing worth mentioning about the stockyard is that the ball is in the center of it. Other than that, and the fact that it has two entrances to each base, it is unremarkable.

Game Plan

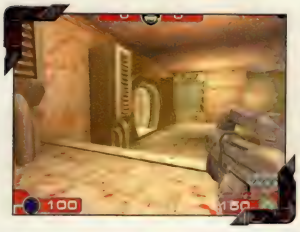
Offense

As is the case with all large BR arenas, your offensive squad should travel in a pack, since it takes a while to get to the enemy base, and you can expect to encounter increasingly heavy resistance the further you go.

The best weapons for this arena are the powerful short-range weapons, such as the Minigun and Flak Cannon. There are so many twists and turns and narrow corridors in this level that you'll need the ability to kill enemies in close quarters.

Finally, memorize the layout of the level. It's full of so many twists and turns that you can find yourself miles away from the action if you're not paying attention.

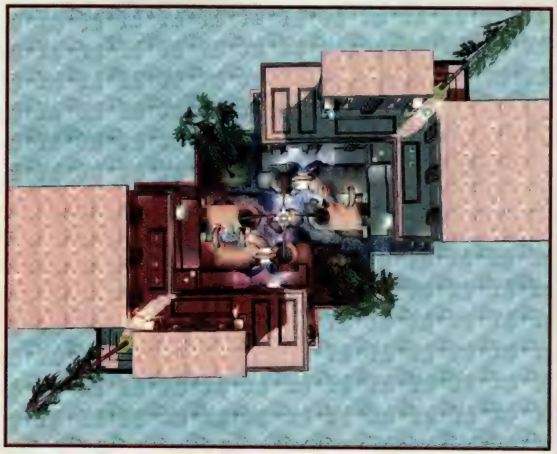
Defense



In the flag room, take advantage of the corners of the room for their defensive potential. Train your weapon on the doorways, and wait for someone to come through.

Don't forget that there are Health Vials and Adrenaline underneath the flag. Make sure your defenders load up on both, since a defender with 199 Health is more than a match for any wounded attacker. There is also a Shield Pack +50 in the hall right outside of the flag room. Don't leave the flag undefended to get it, but do pop out to pick it up after repelling a wave of attackers.

Twin Tombs



Weapons Available: Assault Rifle, Ball Launcher, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

Items Available: Adrenaline, ball, Double Damage, Health Pack +25, Health Vial +5, Super Shield Pack +50, Shield Pack +100

The dead tell no tales, so we've come to rely on live video feeds to keep us on top of the latest matches. This elegant recreation of the twin tombs of brothers Ramses III and Rudamon has a reputation for speed, brutality, and treachery, just like the pharaoh interred within.

Level Overview

Twin Tombs is a fast Bombing Run arena with multiple corridors and small, enclosed rooms in each team base. The open area between the bases gets hairy at times.

Much of the level consists of the two tombs that serve as team bases, but there are several ways to get to any location. The player who knows them all is the player who will lead a team to victory.

The team bases are identical, so this description works for either.

Bases

The goal is at the end of the arena farthest from the opposing goal. A deep pit runs through the center of the goal room; instant death awaits anyone who falls into it.

To the right of the goal as you face your opponents' base is a Shock Rifle. To the left of the goal is a Lightning Gun.

The goal room has three doorways. Two are opposite the goal, one on the upper level of the room and one on the lower. The third is in the far right corner of the room as you stand with your back to the goal. Two Health Packs +25 rest on small ledges in the middle of the room.

The doorway in the far right corner leads to an outside ledge with a Double Damage modifier.

The upper doorway opposite the goal takes you to a short corridor with Adrenaline capsules leading to a doorway at left and Health Vials +5 leading to a doorway at right.

Heading past the Adrenaline capsules to the left takes you to a large outdoor ledge with a Rocket Launcher.

Heading past the Health Vials to the right takes you along an L-shaped corridor with a Bio-Rifle. Past the Bio-Rifle to the left is a doorway that leads out onto the same upper outdoor ledge with the Rocket Launcher.

Opposite the doorway to the Rocket Launcher ledge is a doorway to the main ledge of the base that runs around the perimeter. This ledge contains several Adrenaline capsules, and you pass a Minigun on the way to it.

Stairs to the ground level of the arena center are at either end of the ledge. You can leap from several points to the center of the arena below.

On either side of this doorway near a Minigun, two jump pads propel you to an upper ledge that runs around the base perimeter, offering a Rocket Launcher and a Lightning Gun, as well as two Health Packs +25.

In the goal room, the lower doorway opposite the goal takes you down an L-shaped hallway with a row of Adrenaline. The corridor ends in a "T". The pathway to the right takes you to a Shield Pack +50, two Health Packs +25, and the main entrance to the base.

The corridor to the left has a line of Health Vials +5 along an L-shaped hallway that leads outside to the middle of the arena.

In the corner of the outdoor area near the Rocket Launcher is a Flak Cannon. A Link Gun appears on a small ledge near the Flak Cannon. The ball is in the center of this outdoor area.

Game Plan

Offense

The most valuable strategy your offense can have is a comprehensive knowledge of the arena. Most weapons are above the level of the goal; many of the minor power-ups like Adrenaline and Health Vials are below the level of the goal.

Pick up powerful weapons quickly. A huge chaotic mess awaits you in the middle of the level. Pick up the Rocket Launcher from the upper ledge on the front of your base. Drop to the ground and scoop up the Flak Cannon, another excellent area-effect weapon that performs well in mass combat.

Once you get the ball, you can enter the enemy base in several ways. Go straight in through the front door, passing two Health Packs +25 and four Health Vials +5 before arriving at the upper door opposite the goal in the opponents' goal room.

If the resistance gets too heavy, take a left at the Minigun and use the jump pads to reach the upper level of the base. This puts some distance between you and your enemies, allowing you to regenerate health while your teammates whittle down the opposition.

From the center of the level, enter the base through the cobblestone pathway that leads to a side door. This route takes you past four Health Vials +5 and near a Shield Pack +50 before you reach the lower door of the goal room opposite the goal.

Use the ledge that runs around the base perimeter to shake your foes. The ledge narrows drastically at the rear of the base; you might entice some careless foes to run right off of it. If they launch rockets at you, the force of the explosions will knock you off the ledge.

You can combine methods to create elaborate schemes for penetrating enemy defenses, but they all revolve around knowledge of the bases. If you don't have the layout in your head, you might not have that head for long.

Defense

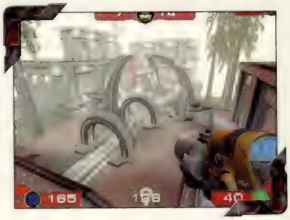
Defense in Twin Tombs is tough: The goal room has three entrances and your opponents have many ways to reach any of them. But, the goal is naturally defensible. The key is knowing what defensive advantages the goal room has, then making the opposition work to overcome them.

First, there's that enormous pit in the center of the room, which certainly doesn't favor players in a hurry. Explosive weapons, such as rockets or grenades, can knock a ball carrier into the pit. That not only kills the player, it respawns the ball in the center of the level, so you don't have to run it all the way back out of your own base.

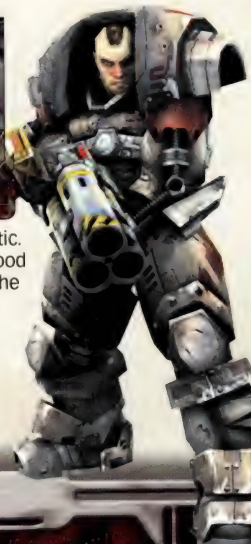
The goal room boasts two excellent defensive weapons: the Lightning Gun and the Shock Rifle. Both are slow to fire, but extremely powerful. If you stand in the corner where the Lightning Gun appears, you can cover all three entrances. A head shot or a Shock Combo will ruin any ball carrier's day.

Don't focus all your defensive attention on the goal room. If you stop a ball carrier in the goal room, that player probably won't be alone, and you still have to move the ball out of your base. If you pick up the ball in the goal room, fire it into the pit so it respawns in the middle of the level—a good move if half of the opposing team is in your goal room.

Positioning snipers on the outside ledges of your base is an excellent way to cover the middle. A Lightning Gun is available on the upper ledge, and the ledge gives you a nice view of the center and most of the doorways in your opponents' base. Drop down to pick up a Shield Pack +100 if your health gets low, then to the lower ledge with all its health and Adrenaline pick-ups.

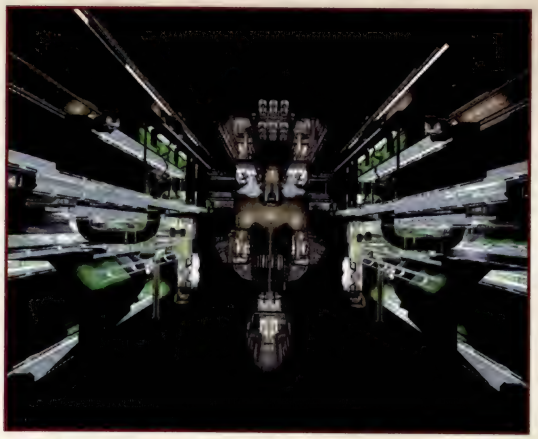


The action in the middle is hectic. From the sides, you'll have a good view of the field of battle and the time to line up a shot.



Double Domination Levels

Core



Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Health Pack +25, Shield Pack +50, Shield Pack +100

"There's not all that much difference between splitting an atom and splitting open a man's skull. All you need is the right tool for the job and a little finesse. But leave the atom smashing to the professionals and focus your efforts on crushing your opponents instead.

And try not to blow us all off the face of the planet."

—Overseer Thale

Level Overview

The Core arena is set deep in the bowels of a nuclear power plant. Fortunately, pains have been taken to ensure that a stray rocket doesn't cause a meltdown…hopefully.

The arena is a maze of narrow corridors, catwalks, and elevator platforms. Like any large arena, it can be confusing at first, but once you realize that the bases, A and B, are identical and that you can only head toward one or the other, you won't have much trouble.

The trick to moving around Core efficiently is to move smoothly between different heights along a variety of paths. The ground floor is the easiest to learn, so start there and work your way up.

Ground Floor

The two bases are at either end of a horseshoe-shaped pathway that runs along the ground floor. Around each base are the Link Gun and ammo, Lightning Gun, Flak Cannon, and Shock Rifle. An elevator in the far corner of each base leads to an overhead catwalk.

Heading away from a base takes you down a corridor with white track lighting. You can pick up the Minigun, two Health Packs +25, and the Shock Rifle along this corridor. On the elevated side of the corridor, which you can reach by double-jumping, is ammunition for the Rocket Launcher.

The Shock Rifles at the ends of the corridors mark the beginning of the middle of the arena. After being killed, players respawn in small hallways overhead, and each team's respawning point is supplied with two Rocket Launchers.

Dead center of the level is a small elevator that takes you to an area below the ground floor. You can also reach this area by falling off the grated metal hallway in front of the elevator.

This underground area contains the only Flak Cannon of the level, as well as a Shield Pack +100 and four Adrenaline capsules. At the end of the underground hallway is a long elevator ride to the top of the middle of the level.

Lower Catwalk

In the far corner of each base, an elevator takes you up to the overhead catwalk. On the catwalk near this elevator is another elevator that leads to large green pipes over the catwalk. Jumping up these pipes takes you to an upper catwalk.

As you run toward the center of the arena, this catwalk merges with the elevated wall of the illuminated pathway, where you can pick up Rocket packs. Continuing to follow it takes you to an elevator that connects the catwalk to the lower level.

The middle of the level is past the elevator. Pick up two Health Packs +25 here, and continue to follow the catwalk onto the upper catwalk of the other base.

Upper Catwalk

There are two ways to reach the upper catwalk. The first is to take the elevators that lead from the lower catwalk to the large green pipes. Jump up the pipes until you reach the upper catwalk. You can also take the elevator in the center of the level that runs from the corridor beneath the ground floor all the way to the upper level. The first way is more difficult, but the second way is easier for your opponents to anticipate.

High above each base at the end of the upper catwalk are Shield Packs +50 and Lightning Gun and Rocket Launcher ammo. You can drop safely to each base by landing on the large green pipes below you, or you can dive straight down and suffer some damage.

In the middle of the upper catwalk, near the elevator from the ground floor, are the only Lightning Gun of the level and two Health Packs +25.

Game Plan

Offense

First, grab one of the Rocket Launchers at either side of your team's spawning point. It is impossible to reach this area again without getting killed, and these are the only Rocket Launchers in the arena.

Make good use of the arena's levels. The quickest and easiest way to reach the bases is to run along the ground floor, but don't put all your eggs in one basket. Send teammates along the lower and upper catwalks, too.

The lower catwalk offers a better view of the tight corridors, so you can anticipate problems. Once you reach the base and seize it, the upper corridors make good defensive points.

The route to the upper catwalk from the middle of the arena has two of the best items in the game—the Lightning Gun and the Shield Pack +100. Running along the catwalk to a base also puts you near another Shield Pack +50. By the time you reach the base, you have the distinct advantage of full shields.

You can also drop onto the base from above. If the action is as intense as it generally is around the bases, you can take your opponents by surprise.

Defense

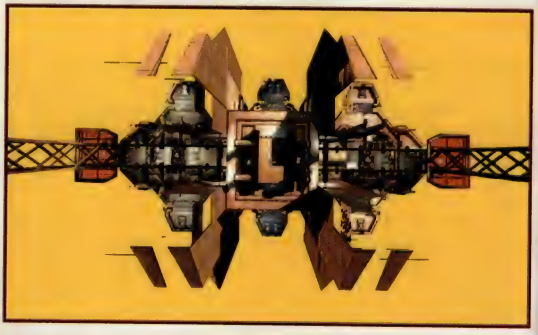
Each of the arena's three levels has strategic points for defending bases that you have seized. Surprise opponents as they run in to retake the base by waiting in a corner on the ground floor near the base. If you grabbed the Flak Cannon or Minigun, you can make short work of anyone who comes down the hallway.

Another good spot for a defender is the lower catwalk near the base. You get a better view of the action and have the luxury of dropping to ground level if you need to. It's also easier to reach the base from the lower catwalk, in case the enemy gets through your defenses and you need to retake it.

A prime camping spot for anyone with a Rocket Launcher is the elevated wall in each corridor where the two Rocket packs are located. You can stand on these packs, equip the Rocket Launcher, and fire rockets down the hallway toward the center of the level. You can see around not one but two corners, effectively sealing off this corridor along the ground floor and lower catwalk routes.

The upper catwalk has the usual advantages of high ground: You're hard to hit, and you have an open view for sniping, except for the pipes that run between the upper and lower catwalks. You can even drop onto the pipes and camp there. The only enemies to worry about are those who take the elevator in the middle of the level to the upper catwalk. If you position yourself properly, you should be able to watch for them as well.

Outrigger

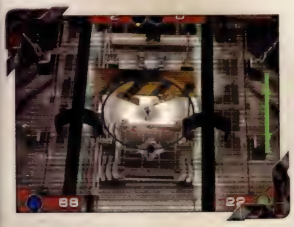


Weapons Available: Assault Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Health Pack +25, Health Vial +5, Shield Pack +100

The Tournaments demand power. Precious gases refined on this platform are a mere facade; the processing of your soul will be the mainstay here.

Level Overview



Outrigger floats in the depths of space near a giant swirling cloud of space dust. You won't get much chance to enjoy the view; it's one of the fastest Double Domination maps in *UT2003*.

In Outrigger, you use jump pads scattered throughout the arena to jump from one level to the next. It bears repeating: Your most valuable skill is a comprehensive knowledge of your surroundings and the ability to get efficiently from one area to the next.

NOTE

Each jump pad has arrows floating above it. The number of arrows tells you how high it sends you (the more arrows, the higher the jump). The arrows' color tells you who occupies the base nearest the jump pad. If you're playing offense for the blue team, hit jump pads with red arrows on them. Those pads take you closer to the base that the red team has occupied.

Each base's side is identical to the other base's side. You start at the bottom of the level and respawn here when you die. Beneath each base is a Shield Pack +100.

Near the Shield Pack are two jump pads with four arrows. These send you to the floor directly above you through narrow holes in the ceiling.

TIP

When using a jump pad, don't try to control your descent. The pads land you in a specific place. If you move while you're in the air, you might miss your landing spot.

Two paths lead from each side of the level into the center. Both are ramps that slope downward. The right one has a Link Gun; the left one has several Health Vials +5 and a Minigun.

On either side of the center of the level are jump pads. The left one, with three arrows, shoots you up to a bridge with Adrenaline and a Link Gun. Drop off either side of the bridge to land on the platform with the Flak Cannon.

The right jump pad bounces you to the level with the Shock Rifles. You also find teleporters that take you to the top of the arena.

In the level directly above ground floor, which you access using the jump pads near the Shield Packs, you can pick up a Link Gun, two Health Packs +25, and several Adrenaline capsules on either side of the arena. Two jump pads on either side of the arena boost you directly to the base above your head.

The center has Adrenaline capsules, Shock Rifles, and Health Vials +5. This is the same area that you can reach by using the right jump pad in the center of the ground floor.

Two teleporters in the center of this floor take you directly to the top of the arena. The top of the arena is a narrow ledge with a Lightning Gun on either side. Take a long fall off the ledge, or use the teleporters to return to a lower level.

You can reach the bases by falling from a higher level or by using the jump pads at either end of the second-lowest level. The area around each base has two jump pads that send you to the level directly above you.

Directly above each base is a level with broad platforms at either end, each connected by arched bridges to the center of the level. Five Health Vials +5 and a Flak Cannon are on each of these platforms.

The center of the level above the bases has a Health Pack +25 in the middle. This is the same area you can reach by using the left jump pad in the middle of the ground floor, which puts you on the bridge with the Link Gun, from which you then fall off to get the Flak Cannon.

As you can tell, Outrigger is a convoluted, confusing arena. Learn the map vertically as well as horizontally. The map isn't as long as it is deep, so you can always get as high as possible and drop to the areas you need to reach...if you don't mind taking some fall damage.

Game Plan

Offense

At the start, load up on all the goodies provided on the ground floor, including the Rocket Launcher, Health Vials, Minigun, and especially the Shield Pack +100.

From there, you have several options. One is to use the jump pads near the Shield Pack to reach the level directly beneath, and from there use the nearby jump pads to leap up to the base.

You can also go to the paired jump pads on either side of the ground floor's center. The left one gets you to the Rocket Launcher. Then you can drop to the floor below to get the Health Pack +25, and run toward either base, grab a Flak Cannon and drop on them from above.

Another option is to use the right jump pad on the ground floor to get the Shock Rifle, and then run toward one of the bases to reach the floor beneath. Or you can use the nearby teleporters to go all the way to the top of the level, grab the Lightning Gun, and make a reckless leap for the base. It won't do your health any favors, but you'll get there in a hurry, and you'll probably surprise any enemies nearby.

Make good use of your ability to hit the bases from multiple angles. You can also pick off defenders from a distance by using the Lightning Gun on top of the level, clearing a path for your own assault force. Variety is not only the spice of life, it's the bane of death—take full advantage of this map's openness to shut down your opponents.

Defense

Outrigger is tough to defend, considering how many ways there are to get to the bases. Your enemies will try to swarm you, so do your best to predict their moves.

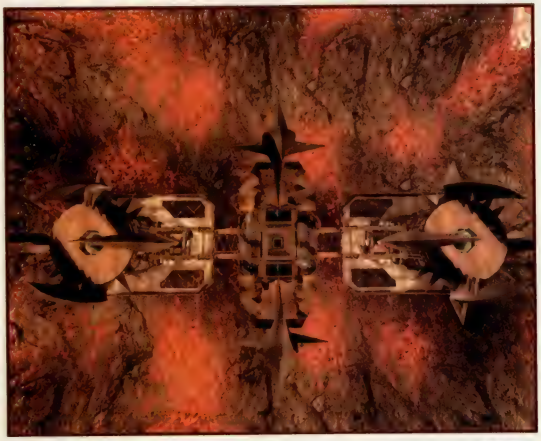
At the start, they may come from anywhere. If you have both bases occupied and you've just killed several of your opponents, they probably will try to retake the base by using the jump pads below it on either side. It's the quickest route to the base from the respawn point. If the clock is ticking, they won't screw around with fancy maneuvers.

Cover the jump pads below the base by positioning a defender against a wall to keep an eye on both jump pads and both holes in the floor through which attackers leap up from the ground floor.

Put someone on the upper level above the base to pick off enemies trying to run in from that direction. This is a particularly advantageous spot, because this defender can also fire down at enemies on the base level.

Finally, station someone on the base level, but not too close to the base itself. That's too open and vulnerable a position. Keep your defender moving around the edges of the base platform, ready to act as the last line of defense.

Scorched Earth



Weapons Available: Assault Rifle, Flak Cannon, Link Gun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Health Pack +25, Shield Pack +50

The stench of brimstone fills the air, as sulphurous clouds move overhead and menacing lava bubbles below. The thick layer of rust on the remaining structures provides dubious protection for the metal ravaged by the many corrosive agents that poison the atmosphere. The environment is as lethal as the competition, making for one unforgiving battleground.

Level Overview

Scorched Earth is small, fast, and vicious. It is among the most intense Double Domination arenas. Holding both bases for 10 seconds is especially challenging, because there's almost nowhere on the map where you're more than 10 seconds away from a base. The limited selection of weapons reflects the arena's emphasis on down-and-dirty fighting—none of that fancy-pants camping stuff here.

The arena is set above a lake of molten lava. Falling or getting blasted off the arena means instant death. At either end are identical bases. A central structure separates the two sides of the playing field.

Players respawn in towers on top of the center structure. Upon respawning, you can either enter the teleporter in the tower to appear inside the center structure, or you can drop onto the roof of the structure from short, narrow walkways that extend from the tower.

Bases

In front of each base is ammo for the Shock Rifle, Link Gun, and Assault Rifle. A ledge on the front of each base holds two Adrenaline capsules and a Shield Pack +50. You can reach this ledge only by double-jumping twice from the roof of the center structure, or by dodging and jumping up it from either side.

Around each side of each base is a Health Pack +25. Behind each base are Adrenaline capsules and ammo for the Rocket Launcher and Flak Cannon.

Four doorways lead into the base. Two are on the sides of the base's front, and two are on the sides of its rear.

Entering the base from the front entrances takes you down a hallway. The goal point is on a raised platform toward the rear. Elevators on either side take you up to the goal point.

Entering the base from the rear takes you directly to the goal point.

Center Structure

The center structure has a Link Gun, a Shock Rifle, and ammunition for both weapons. An elevator in the center takes you to the roof.

On the roof are the Flak Cannon, Rocket Launcher, and ammo for each, as well as two Health Packs +25. You can double-jump twice off the roof toward either of the bases to reach the ledge above the front of the base, but it's a tricky maneuver. Practice it a couple of times.

Game Plan

Offense

No matter how good your strategy, combat in Scorched Earth is the very definition of chaos. The map is so small, with so few places to go, that you can expect to run into enemies frequently.

After respawning, drop onto the roof of the center structure and grab the Flak Cannon and Rocket Launcher. In close-quarters fighting, these are invaluable weapons.

If a base is not occupied, it doesn't matter from which direction you enter. If it is occupied, enter it from the rear. Entering from the front forces you to run down a narrow hallway and get onto an elevator before reaching the goal point. That leaves you open to too much enemy fire—especially if the base defender is on the goal point platform, firing a Rocket Launcher down at you.

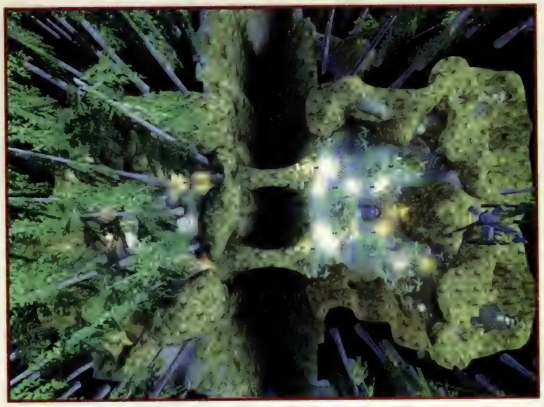
Defense

Base defenders should remain within the base. It's the easiest way to cover both entrances and the goal point. If you stand to the side of the goal point, you can cover the front entrance and the rear entrance while protecting yourself against enemy fire.

Keep defenders in front of the base because attackers must come around the front whether they're headed for the front or rear entrances.

Make good use of your Adrenaline Combos, especially Booster, while you're on defense. It's easy to get pinned down in there by waves of attackers, each of which depletes your health.

Sepukku Gorge



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Ion Painter, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle

Items Available: Adrenaline, Health Pack +25, Health Vial +5, Super Shield Pack +50, Shield Pack +100

Ah, nature. The earthy browns and lush greens of the jungle. The quiet hum of animal and insect life going about its business. The piercing battlecry of a geneboosted harpy bounding across the forest floor in her power armor. It's times like this that I miss the city.

Level Overview

Like the ancient game of Go, Sepukku Gorge is deceptively simple to learn but requires great effort to master. Teams respawn in one of two hidden valleys at the same end of the level. In each valley is a blue teleport pad that instantly transports

whoever steps on it to a point near Base B. Red and blue characters both teleport to the same place, making telefragging your opponents at the beginning of the match easy and fun.

Pathways from both spawning points lead into a large clearing in the jungle with Base A. This clearing is separated from Base B by two narrow land bridges that span the gorge for which the arena is named. Unlike most team game arenas, Sepukku Gorge is not bilaterally symmetrical; that is, the map is not divided into two halves with the exact same layout.

Spawning Chambers

Inside each team's spawning chamber is a Flak Cannon and a Rocket Launcher. A single doorway in each spawning chamber opens onto a pathway leading toward base A.

The blue teleport pads in each spawning chamber transport players to the exact same point near Base B. This is a one-way teleport. If a player remains in the teleport destination point as another player teleports, the first player is instantly telefragged.

Pick up a Shock Rifle as the pathway curves toward the center of base A.

You can avoid these weapons and instead head straight up the hill outside the spawning chamber to reach a shortcut that takes you directly into the area around base A.

At the end of this path are a Lighting Gun and a teleport pad that transports you directly to a high hill overlooking Base A. This is a great sniper post, which is probably why you were offered the Lighting Gun near the teleporter. Be warned that there is an identical path and teleporter leading up from the opponents' spawning point, so telefragging is a possibility.

Base A

Between the goal point of base A and the spawning chambers, you can pick up three Health Vials +5 on each team's pathway from their start point.

The goal point floats above a small platform on the forest floor in the center of the area. You can jump onto this platform from any direction.

In front of the goal point, between the goal point and the land bridges, are two Health Packs +25 and a Shield Pack +100 in the center of the area. A Link Gun is on the side near the red team's spawning chamber, and a Bio-Rifle is on the side near the blue team's start point.

Two narrow land bridges span the gorge that runs between bases A and B. On each bridge is a row of four Adrenaline capsules. Falling off either bridge means instant death.

Base B

Base B is much smaller than base A. The goal point floats above a horseshoe-shaped platform in the center. Around the goal point are many Health Vials +5, various types of ammunition, a Link Gun, two Health Packs +25, a Shield Pack +50, and a Minigun.

There is a large blue pad in front of Base B, but though it looks like a teleport pad, it is actually a jump pad. Leap on it for a boost up to the steep hill overlooking the land bridge, and you'll find the Ion Painter.

Steep walls on all sides of the area prevent players from entering except through the pathways extending from the land bridges or via the teleport pads near the teams' spawning points.

Game Plan

Offense

Your first order of business should be to take Base B, even at the expense of ignoring Base A. It is easier to reach, via the teleporter, and an entrenched enemy is very difficult to root out of the area (see Defense, below).

The open space in this arena suggests weapons with range—the Shock Rifle, Lightning Gun, and Rocket Launcher. This level is tremendous for improving your targeting skills. Players who can pick off foes at great distances have a powerful advantage.

The main strategy for this level is to capture a base and dig in. The strategy favors the defender, but a skilled offensive tactician who knows how to make good use of natural cover (such as trees and boulders) should do well.

Defense

We repeat: Send the majority of your forces to base B at the start of the game, seize the base, and take up defensive positions. The area around base B is not laden with weapons, but it has plenty of health and ammunition to resupply your defenders.

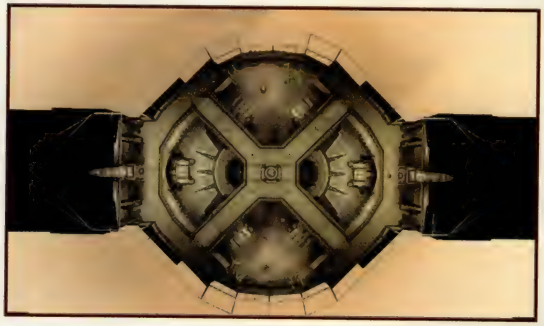
Your opponents can only enter the Base B area through the paths leading from the two land bridges and through the teleporter, so positioning a defender or two near the pathways and leaving another defender to sweep for teleporting opponents is a good way to secure the base. Use the nearby trees and rocks for cover, and stay out of the line of sight of enemies on the bridge.

Position a sniper with a Lightning Gun at the rear of the area, where they can cover both entrances. Lightning Gun ammo respawns around the nearby Health Pack +50, so you can replenish your shields and ammunition easily. Floaters can pick off enemies with Rocket Launchers from the end of the land bridges near base B. Fire at the ground in front of them to send them flying off the land bridges to their deaths.

Base A is harder to defend than base B, but not impossible. Respawned enemies appear only from one side of the area, because that's where their respawning chamber is located. Station one defender behind the giant boulder that separates the land bridges to keep an eye on the goal point from the land bridges to keep an eye on the enemy's side.

Plenty of small hills, trees, and boulders around the base make perfect camping spots for defenders. Use them to your advantage. If you can hold areas and keep killing enemies so you know where they'll be coming from when they respawn, the momentum of the battle will swing quickly in your favor.

Sun Temple



Weapons Available: Assault Rifle, Bio-Rifle, Flak Cannon, Ion Painter, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Cannon

Items Available: Big Keg o' Health +100, Shield Pack +100

Beneath the watchful eye of Ra, a thousand warriors have shed their blood on the stone and soil of the majestic Sun Temple. Take part in a celebration of the strength and skill of those who have come before you.

Level Overview

Sun Temple is a huge, round level with bases opposite each other. Each quadrant of the arena, be it base to base or side to side, is identical to its opposite, making for a potentially confusing level. It's easy to get anywhere, however, so the game moves at a brisk pace.

Note that there are very few items to pick up—only one Shield Pack +100 and one Big Keg o' Health +100. This makes for a cutthroat match that must be played with precision—you can't heal your wounds unless you build up enough Adrenaline to perform the Regeneration Adrenaline Combo.

Lower Level

The lower level has all the indoor areas, including both bases, which are opposite each other at the far sides of the arena. Each base area is identical to the other, and the right and left sides of the map, as seen facing a base, are identical to each other.

To the right and left of each goal point, ramps lead up to the roof. On the roof near base A is a Super Shield Pack +100, and on the roof near base B is a Big Keg o' Health +100.

Two ramps lead down from each goal point; between them is a Minigun. The ramps turn into a pathway that leads toward the center of the level.

On either side of these ramps and pathways, stairs lead down to recessed areas. There's nothing of interest in them. You can drop into them through small alcoves in the main pathway, however, which is a handy way to avoid heavy enemy fire on the way to a base.

The pathway opens into a courtyard with golden lines on the stone floor. If you ever get confused as to how to reach a goal point, head through the doorway that the golden lines point toward.

If you head directly toward the center of the arena, you come to a small raised platform with a Lightning Gun on top.

Head through the doorway to the right as you face the center to get a Shock Rifle. Head through the left doorway to get a Flak Cannon.

Both doorways have ramps on the outside curve of the level that lead up to a narrow catwalk above the center of the arena. Find a Link Gun and a Rocket Launcher on this catwalk.

After entering the doorways with the Shock Rifle and Flak Cannon, turn toward the center of the arena to go to the center of the level. A T.A.G. Rifle sits dead center.

The very center of the arena is a jump pad. Step onto it, and you can jump directly up to the roof of the level (see Upper Level, below).

Running directly through the doorway with the Shock Rifle takes you to an area with a sand floor. Run straight ahead to reach the entrance to the other base.

Upper Level

The upper level of Sun Temple is a vast roof that stretches over most of the arena. At either end are structures with obelisks in the center. On either side of the obelisks, ramps lead down to a base. In front of each obelisk is a Big Keg o' Health +100 or a Shield Pack +100.

Run along the ledges at the outside of the arena near the obelisks to find a Link Gun and a Shock Rifle on each.

From these ledges, follow the ramps leading down to the center of the level to pick up a Bio-Rifle and a Flak Cannon on either side of the arena.

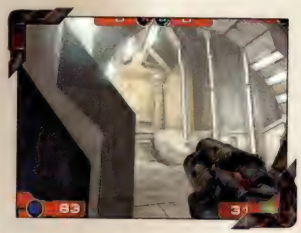
In the dead center of the level is a hole in the roof that leads down to the Ion Painter. You can leap down through the hole, but you may hit the jump pad and bounce right back up.

Game Plan

Offense

There are two ways into each base: the ramps leading down from the roof of the arena or the long pathways leading from the center of the courtyards on the ground floor. The pathways have the advantage of being more direct, but the roof ramps are safer.

Weapons accurate at long ranges are best for this level, because of its many open areas and long pathways. Shock Rifles are abundant for a reason; make sure you have one. Rocket Launchers and Lightning Guns are also handy.



When invading an occupied base, use corners and outcroppings to your advantage. A headlong rush for the goal point gets your head blown by defenders. Take the main pathway, drop off to the side, and peek around the alcoves, taking pot shots at defenders while other teammates do the same. Give them more targets to shoot at than they have defenders, and you should be able to take the bases with minimal losses.

The roof is a valuable area. It has the Shield and Health Packs +100 and some potent weapons. Plus, you have the option of dropping to the ground at any point, suffering only a small amount of fall damage.

Defense

The best way to defend a base is to hang out near a goal point, but those platforms are exposed, so keep moving. Rocket Launchers and Shock Rifles are invaluable for goal point defenders.

A second strategic point of interest is the entrance to the base from the roof. You can see and shoot at any enemy from the roof, and you can collect Shield and Health Packs +100 as they respawn. If a weapon appears on the roof and you run low on ammo for it, throw your weapon and pick up a fresh one.

Don't overlook the ground-floor platforms with the Lightning Guns. Facing the entrance to the base while crouched behind the short wall, pop up to shoot enemies as they try to enter the base. Be careful: It's easy to get ambushed in this area.

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